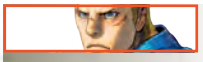
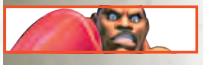
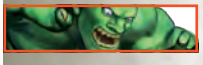
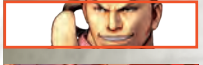
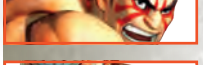
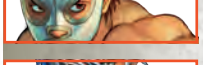
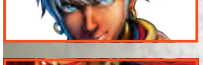
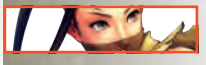
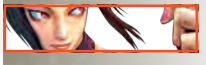
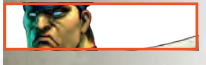
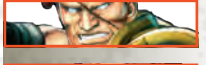


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The contents of this strategy guide is based solely on the research of BradyGames.

ULTRA GLOSSARY

It can't really be sugar-coated: *Street Fighter* is hard to play well. But it's not hard to start playing. Learn to play with a purpose, learn to block, have a good anti-air, sweep, poke, and punish ready to go, and you're on your way. The advanced stuff can and should be layered on after you learn the basics. But *Street Fighter IV* is a mature game, and the basics are now secondhand to many, treated as common knowledge on streams and at tournaments. This glossary of terms and concepts makes it easy to find the meaning of any term, and the application of important concepts. The jargon used throughout character chapters is defined here, among other things. Some terms are just a quick definition; some terms and ideas deserve more unpacking in a little article. For some synonyms, and for smaller parts of a larger discussion, terms may point to some of these articles. Terms and articles are organized alphabetically.

ABSORB

The effect when a Focus Attack's charge period (or the armored period of another move) repels an incoming strike. Some Revenge Gauge (which powers Ultra Combos) is built, and some gray damage is received, but this quickly recovers over time if no clean hits are received.

ABSOLUTE BLOCK

See Block.

ACTIVE FRAMES

The period of time during a move's animation during which it can actually hit the opponent. Usually shortened to "active." In the frame data tables throughout this guide, the first active frame is included in the figure for startup frames. This makes it easy to find possible links and true blockstrings by comparing a move's startup frames (which include the first active, hitting frame) with another move's advantage on hit/on block. But this does mean that if you add up startup, active, and recovery frames for a move, the sum is 1 frame longer than the actual move. See Frame Data.

ADVANTAGE

The opportunity to act first. If you block something that leaves the opponent lagging for a while, like most special moves, then you'll have advantage. Can be expressed numerically using frame data. See Frame Data.

AIR RECOVERY

Hitting an airborne opponent with an attack that doesn't put them into a juggle state will instead cause them to automatically perform air recovery. During air recovery, characters reel out of the air in a backwards flip and land upright on their feet. While flipping backwards, they're invincible. They can perform a special move with reversal timing just as they land.

Defensively, air recovery lets defenders get back into the fray quicker than being knocked down. In certain close-range situations, defenders may opt to use a move that takes them off the ground specifically so that if they get hit they'll be sent into air recovery instead of grounded hitstun. This can save defenders from eating full grounded combos if properly applied. Offensively, attackers may intentionally set up air recovery situations so that they can dash under (or fake dashing under) defenders just before they land.

AIR THROW

A throw against a jumping target. Usually accomplished by jumping and then inputting the usual throw command of LP + LK. Some characters have special throws with different inputs that also target airborne opponents. Unlike ground throws, air throws cannot be throw escaped/teched.

ANTI-AIR

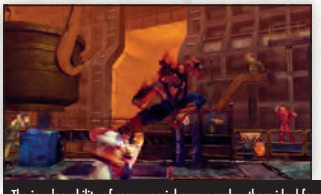
A move or tactic used to thwart jump-ins and cross-ups. Airborne characters cannot block and usually have limited means to redirect their movement, so jumping characters are vulnerable. But jumping is also a fast means to close distance and get right on top of a target.

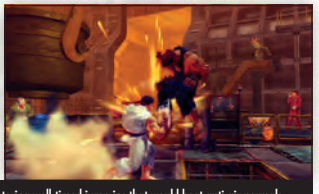
When your character is on their feet and you're watching for aerial attacks, it can be pretty easy to simply anti-air with a solid normal move (the crouching HP attacks of Akuma, Balrog, Rose, and Sakura make shining examples, among many others). Meaty jump-ins/cross-ups against wakeup can be much harder to anti-air, usually requiring the use of invincible or evasive special moves (with the classic example being the invincible rising shoto Shoryuken, or "Dragon Punch").





There's a lot to be said for normals as anti-air. You can't beat the ease of execution.





The invulnerability of many special moves makes them ideal for countering well-timed jump-ins that would beat anti-air normals.

You shouldn't always go for anti-airs. There are many reasons to just block. Your character's anti-air might be weak in a given situation. The opponent may intentionally jump just short of your attack range, or use safe jumps, hoping to bait out your big reversal. The opponent may use a character with air mobility options. And you just might not have time to react to some jumps properly, in which case it's much easier to simply hold back to block before watching out for whatever you expect when the enemy lands. But trying to input a complex special move motion when a jump takes you by surprise is an excellent way to get kicked in the face as your anti-air. (This is not a very effective anti-air.)

Having solid anti-air is one of the foundations of high-level *Street Fighter*. Without solid anti-air, there's nothing stopping you from getting bulldogged by aggressive players, and the many offensive-oriented, dive kick-packing characters in the cast. But it's not merely a matter of knowing your character's good anti-air buttons and specials, although that's the first step. You also have to read your opponents, trying to sense when they want to jump, which is also not simply a matter of whether they know their character's good jumping moves; that's the start, but they must also have some idea (or guess) as to your defensive habits and reactions, and whether you're actively watching for jumps, or whether you're too distracted by the ground game to give the sky your attention.

No one is worried about all threats all the time; that isn't how humans react. What experienced players are doing is shifting their focus in time with what they expect out of their opponents. Your foe (if they're playing to win, and not just playing to play or to see what happens) will have other elements in their game plan intended to take your attention away from anti-airing, or to put you into situations where your anti-airs are ineffective. It's your job to learn when to zero in on certain aspects of the game (like when investing all your effort in punishing whiffed moves, or shooting down an anticipated jump-in), and when to shift your attention thanks to a read you have on your opponent's intent.

ARMOR

Short for hyper armor. A property that allows an action to absorb an incoming attack. Focus Attacks and certain other moves have hyper armor. Each character has a few armor-breaking moves that cannot be absorbed.

ARMOR BREAK

An armor-breaking property of certain special moves, and of special moves performed with reversal timing. (For example, Shoryuken doesn't break armor normally, but it will if performed immediately after wakeup or blockstun.) Used to break through the hit-absorbing hyper armor of Focus Attacks and some specials (like Balrog's EX dash punches).

ARMOR CANCEL

An exacting technique that refers to kara canceling the initial frames of an armored move into something else. When certain hyper-armored attacks absorb a hit, you can cancel the absorption into a different move. Armor cancels are only possible if a move has hyper armor on its first frame, and it must be this first armored frame that absorbs the incoming hit; the cancel window is 5-frames wide after that. Attacks like Hugo's standing HP or Juri's normal Kasatushi that do not have hyper armor on the first frame cannot be armor canceled.

Every character can employ this technique to a limited degree with their standard Focus Attacks, but most characters are only able to armor cancel a Focus Attack into their taunt. Gen is able to armor cancel his Focus Attack to his Mantis/Crane Style change, allowing him to attempt an almost *Street Fighter III*-like parry. Unlike most armor cancels, the 5-frame cancel window doesn't exist for Gen because his Style change requires all 3 punch or kick inputs, while Focus Attack already requires 1 input; Gen must plink his Focus attempt with MP + MK~P P P/K K K to be able to hit all 3 buttons while continuing to charge Focus.

Where this ability really shines is with EX special moves that have armor from the first frame. EX special moves can be canceled into other EX special moves, Super Combos, and Ultra Combos. Though you do need to have a bar of Super Gauge to attempt this, when you armor cancel an EX move in this manner you *do not* lose the Super Gauge you would have otherwise spent, and the gray, recoverable damage you receive will go toward filling the Revenge Gauge. Some characters, just shy of enough Revenge Gauge for a projectile-punishing Ultra, can gain that last bit for Ultra with this tactic. Balrog can see a projectile coming when he has charge and use ⟵ + P P ⟵ + P P P to begin an EX Dash Straight, absorb a projectile, and then punish his opponent's fireball with Ultra I for high damage where he otherwise couldn't punish it at all. Many characters with an armor attack active from the first frame can find some way to take advantage of this: for example, Juri can armor cancel EX Kasatushi into Ultra I, allowing her to land a combo off of her counter. Zangief can cancel EX Running Bear Grab into Ultra I, giving him an option select that will Ultra grab an opponent who attempts a meaty attack as Zangief is waking up.

BACK THROW

A backward normal throw, executed by inputting ⟵ + LP + LK. See Normal Throw.

BACKDASH

A dash away from the opponent, which begins with an all-important, 8-frame period of invincibility (give or take a frame or 2 for a few characters). See Movement.

BAIT

A misdirection tactic or move used to induce a mistake from the opponent. For example, acting very aggressively (like crowding a floored foe as they wakeup, or going for tick throws repeatedly) but then going passive and just blocking, which hopefully baits a whiffed move you can punish.

BALANCE

The degree of parity between different members of the cast. Notions of balance are open to debate, and are not static across skill levels. High-level player's perceptions of a game's "balance" aren't necessarily relevant to intermediate or casual players, and vice versa. Typically expressed through debate about tiers. Ideas about a game's balance are fluid over time, depending on the research and results of the game's community. Seldom is the thinking about "top tier" the same from month one to year two. Players get more comfortable taking on stuff that seems cheap early on, coming up with counter tactics and even new cheap stuff to make the old cheap tricks seem tame. See Metagame.

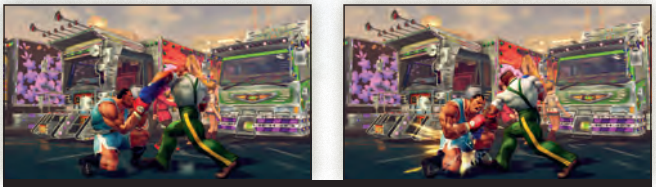
BLOCK

Blocking is a defensive posture assumed by holding ⟵ for standing/high block or ↙ for crouching/low block. Blocked normals deal no damage. Blocked specials, Supers, and Ultras deal only block damage, or "chip." Attacks create less advantage "on block" than "on hit," giving the defender more chance to take back initiative. Throws are unblockable.

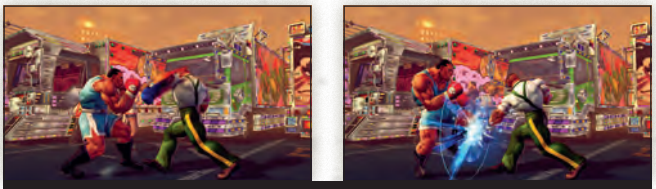
Blocking (synonymous with guarding) is the most important thing to master in *Street Fighter*. You can get away with skipping out on a lot of offensive tricks and advanced tactics (for example, even some top players don't use plinking or option selects), but you will need blocking in almost every round of almost every fighting game you ever play. Strong opponents will mix up their attacks, trying to confuse you with lows and overheads, ambiguous jump-ins and cross-ups, and to bait you with safe jumps and frame traps. It's vital to be comfortable blocking because, against advanced offense, the safest play you can ever make (if your blocking is strong) is to *just block*. And anytime you realize your current opponent lacks blocking fundamentals (like maybe he or she fails to block cross-ups, or always falls for empty jumps into low short) should be a happy match for you, since you have a crucial weakness to exploit.



HIGHS AND LOWS



Wrong. High-hitting moves, like most jump-ins and all overheads, must be blocked standing.



Right!



Wrong. Low-hitting moves, like many crouching attacks and moves like E. Honda's standing HK, must be blocked crouching.



Right!

The fundamentals of blocking are simple. Blocking, like anything else in *Street Fighter*, is always relative to the location of the opposing character. Standing block guards against incoming highs, but loses to lows, like sweeps. Crouching block guards against incoming lows, but loses to highs, like jump-ins and overheads. In this guide, the data sections for each character's moves indicate whether a given move must be blocked high or low.

"MIDS"



Moves that aren't specifically high or low can be blocked either standing or crouching.

Many moves are neither highs nor lows, and can be blocked both standing and crouching. For example, while everyone's crouching LK is a low that must be blocked crouching, everyone's crouching LP can be blocked both crouching and standing. You may sometimes hear these kinds of moves called "mids." Note that this means something entirely different when people talk about 3D-plane fighting games like *Soul Calibur*, *Tekken*, and *Virtua Fighter*: in 3D-plane fighters, mids are anti-crouch moves that must be blocked standing. For clarity, this guide won't refer to "mids" except here. The important distinctions in *Street Fighter* are for moves that can only be blocked low or high anyway.

For attacks that can be blocked either way, there's a slight difference between blocking high or low. When you block, your character has a slightly narrower horizontal hurtbox while standing than while crouching. As a consequence, crouching block actually puts you slightly closer to the opponent than standing block. This can have the indirect effect of making you more vulnerable during footsies (a poke that would whiff against standing block may connect against crouching block).

Crouching block's expanded horizontal hurtbox also makes certain moves connect with the blocking character earlier than usual, increasing pushback on block. This reduces your chance to hit the opponent back after blocking their attack. (This is most noteworthy after moves that cause recoil, like Blanka's Rolling Attack or E. Honda's Sumo Headbutt.)

So, while crouching block seems like the safer default position (you hold down-back and watch out for jump-ins, overheads, and throws, basically), standing block has certain advantages. There is no totally safe position, of course. If you're blocking while standing (or simply walking backwards), the opponent may realize this and chain or link into a low attack; if you're blocking while crouching, the opponent may try to sneak in an overhead. And, in either case, they can just throw you.

UNBLOCKABLES

Throws cannot be blocked. Neither can fully-charged Focus Attacks (including Red Focus, new to *Ultra Street Fighter IV*). Everything is unblockable to a dizzied/stunned character, or to one stuck in hitstun. Cross-ups done in particular situations can come very close to seeming unblockable, too, because of their sheer ambiguity. In previous versions of *Street Fighter IV*, some cross-up setups *were* truly unblockable, as well as some Ultras done with extremely specific timing against characters waking up. In *Ultra Street Fighter IV*, many of these tactics are fixed, though they are still possible with/against older versions of characters used in Edition Select Mode. Some tactics still work on Ultra versions of characters, but are avoidable through the new delayed wakeup mechanic. (Although these kinds of unintended tactics are usually bugs, the fighting game community tends to be fairly open about allowing them; if it's in the game, it's in the game).

BLOCK DAMAGE

Damage inflicted when specials, Supers, and Ultras are blocked. A fraction of the damage dealt on hit. Block damage exists to give defenders something to think about. (Throws do the same thing.) No one wins on block damage alone, and the potential for significant block damage isn't usually as threatening as in some other fighting series, but all those little chips of health add up. Block damage is especially meaningful toward the end of rounds, as defenders who can't afford to block even one special move are forced to make risky plays using invincible reversals. Players with a meaningful life lead should be aware that the low-health opponent doesn't have much incentive to be defensive and is liable to eventually do something unsafe, whether trying to make a comeback or trying to avoid a potential chip knockout.

BLOCKSTRING

A sequence of attacks keeps a defender blocking. Blockstrings usually start out as combo hit-checks; after the first two or three hits are blocked, you have time to realize your fishing has failed, and to alter your actions accordingly. For example, if you go for a shoto combo ending with Hurricane Kick but the initial assault is blocked, it would be foolish to perform the Hurricane Kick at the end anyway. Instead, you might finish with crouching MK canceled into a projectile to push the defender out slightly (among many other options). Blockstrings can be used to push the foe away, to fish for counter hits, and to condition the opponent into expecting certain sequences. This allows you to surprise them when, for example, you stop your blockstring early and attempt a throw or an overhead.

True Blockstring

Airtight blockstrings that don't give the opponent a chance to act in between attacks are called true blockstrings, and are typically used to push the opponent away and to build Super Gauge. To create true blockstrings, the same principles apply as for combos: you must keep hitting the opponent before he or she recovers from blockstun.

Frame Trap

Blockstrings crafted with tiny, intentional gaps are called frame traps. A defender who tries to poke, use a non-invulnerable move, or crouch tech during the gaps will eat a counter-hit. Since good players are almost always competent at blocking, but eager to take back initiative once they start blocking, frame traps are a crucial tool for opening them up. Frame traps aren't safe against reversals, but that's part of the decision-making when using them.

If you think the opponent is eager to blow up your frame trap with an invincible or fast reversal (like Shoryuken or Spinning Pile Driver), you can react accordingly by intentionally not completing the frame trap. (In these cases, vs. an expected SRK-like move, you simply block and punish; vs. an expected SPD-like move, you can backdash or neutral jump and punish.)

It's easy to create your own frame traps, and to check whether a sequence leaves a small or wide gap for the opponent to act. Look for the moves in your proposed frame trap in the data tables contained in this book. Find the "On Block" value for the first move, and the "Startup" value for the second move. (On Block must be a positive value.) If Startup is higher, the difference between Startup and On Block tells you what the opponent's gap will be, assuming the second move is performed immediately when the first move recovers. If Startup is equal to or less than On Block then performing the second move immediately results in a true blockstring instead of a frame trap.

Whether it's better to leave a wide or small gap depends on your opponent, and on what you expect them to do:

- If you expect a mashed reversal, any gap is bad; if your hit-check is blocked, just block yourself (or get out of range of command throws somehow) and wait to punish a mistake.
- If you expect mashed crouch tech (+ LP + LK), the smallest gap you can leave is ideal. Lots of characters have crouching shorts that are active on the third frame, so a gap bigger than two frames will just get you hit yourself. Against characters who lack quick pokes, you have more leniency to leave wide gaps (though reversals are always a consideration).
- Against incredibly passive defenders, the kind of players who block four or five pokes in a row in the service of holding onto a down-back charge with Guile or Balrog, any kind of frame trap will likely be ineffective. By the time you're leaving a space big enough to bait these players, the moves have long since stopped constituting a frame trap and instead simply become a poke into a really delayed poke.

ABSOLUTE BLOCK

Blocking mechanic that forces a character in blockstun to remain in blockstun if incoming attacks don't let up. For example, you can block the first hit of Shinku Hadoken then completely let go of the joystick or D-pad and your character will still block the rest. A true blockstring works because of absolute block. As opposed to *Street Fighter III* series, where absolute block didn't exist; in that series, manually blocking only the first hit of Shinku Hadoken before letting go of the controller would merely result in eating the rest of the Super. (One of *Street Fighter III: Third Strike*'s mechanics, Red Parry, was possible because there was no absolute blocking.)

BLOCKSTUN

The period of time when a character is occupied with blocking an incoming attack, and can perform no other action. When blockstun ends before the attacker's move has recovered, the defender has advantage. When the attacker's move recovers before blockstun ends, the attacker can attack immediately for a blockstring, or frame trap by delaying an attack to fish for a counter-hit.

Characters who are in blockstun cannot be thrown, nor can they be thrown for an additional 2 frames after leaving blockstun. (Characters in hitstun can't be thrown either, and this continues for 3 frames after hitstun ends.) Attackers who want to follow up blocked attacks with a throw attempt must time the throw to land after blockstun ends, plus an extra tiny slice of time.

BREAD AND BUTTER

A character's tried-and-true combo or tactic.

BUFFER

Inputting the command for one move during the action of another. This can be to activate cancels, to mask animations, or to perform certain option selects.

CANCEL

Interrupting one move with another, usually to skip over the recovery period. Cancels primarily drive combos, but also multi-application tricks like kara canceling. See Combos.

CANCELABLE

A property that indicates if it is possible to cancel a move (and usually, what it's cancelable by, e.g. "special cancelable"). Different moves are cancelable by different actions. Chainable normal moves can be canceled into certain other normals. Many normals are special cancelable. Most moves (though not all) are Super and Focus cancelable. In fact, for most characters, being Focus- and Super-cancelable are synonymous, and only for the Raging Demon characters (Akuma, Evil Ryu, Oni) and the *SFIII* twins (Yun and Yang) is this not true for certain moves. Elsewhere, if you can Super-cancel something, you can also Focus-cancel it. An extremely limited number of moves (well, two total: Dan's Super and Dee Jay's Super) are actually Ultra-cancelable. See Combos.

Data tables in this guide have a shorthand for cancelable properties:

CH	Chain combo cancelable
TC	Target combo cancelable
SP	Special and EX Special cancelable
SU	Super cancelable (and Focus and EX Red Focus, with few exceptions)
JU	Jump cancelable, hold an upward direction
HJ/SJ	Super/High Jump cancelable, tap then an upward direction

CHAIN COMBO

A normal canceled into another normal, like CR. LK ▷ CR. LP. See Combos. Can also refer to target combos, which are character-specific unique attack chains. These include Ken's CL.MP ▷ HP target combo, or piles upon piles of stuff from Dudley and Ibuki.

CHAINABLE

A property that indicates it is possible to chain a normal move. For example, the shoto characters all have chainable light normals.

CHARACTER ARCHETYPES

General combat philosophies under which different characters fall. Examples include grapplers, zoners, and rushdown characters. See Metagame.

CHARGE

Can refer to the charge motions required of charge characters, where a certain joystick/joypad direction needs to be held for a certain duration before the desired move to be executed. Can also refer to certain moves which can be charged or held in other ways. Examples include Focus Attacks, Cody's Zonk Knuckle, Gouken's Denjin Hadoken, Balrog's Turn Punch, and Blanka's Rolling Attack and Super/Ultra.

CHARGE CHARACTER

Characters whose special moves in large part require holding the D-pad or joystick in certain directions for a period of time first. This is in contrast to the special moves of the majority of characters, which require certain motions which are now so ingrained in gaming culture that they're easily recognizable by shorthand. (HCB/HCF, QCF/QCB, SPD, etc.) A somewhat different mindset is required when playing charge characters, since any special move use requires at least a little planning.

CHARGE CHARACTERS:
Balrog
Blanka
Chun-Li
Decapre
Dee Jay
E. Honda
Gen (Crane Style)
Guile
M. Bison
Vega

CHEAP

Can refer to winning with block/chip damage. Can also refer to tactics which are difficult to overcome, especially relative to their ease of execution. This can be complimentary or pejorative, depending on use.

CHEESE

Can be synonymous with both block/chip damage, and with "cheap."

CHIP DAMAGE

Synonymous with block damage.

CLOSE RANGE

The characters are right next to each other, in range of normal throws and all normal moves. See Position.

CLOSE STANDING (CL.)

Most characters have different versions of their standing normals when within close range. These moves are generally notated with "CL." for "close," as opposed to "ST." for "standing." Dhalsim is an exception, since you must hold ← or ↙ to generate close-range versions of his moves. Gen, Makoto, and Oni also lack close normal moves in favor of a manually-selected set of alternate attacks.

COMBO

A sequence of attacks that is unavoidable if the first attack hits. While multi-hit attacks have combo potential built into them, there are many other ways to create combos. These include cancels, links, and juggles. Combo difficulty and payoff ranges from tried-and-true and easy (the same jump-in HK, crouching MK ▷ ↓↘ + HP combo that got so many of us so much mileage in *SFII* still works) to flashy and *SFIV*-only (watch the madness when a Seth master sitting on full Super Gauge gets a clean hit).

CANCEL

To interrupt one action with another. Common examples include chaining normal moves, canceling normal moves into Specials, and canceling Specials into dashes using FADC.

Chain Cancels

Normal moves that are canceled into one another. Only certain normal moves can be chained. Many characters can chain light attacks, for example. Chaining is very useful in many hit confirm combos. In order to chain cancel, merely press the button for the next move when the current move hits the opponent.





The only caveat for chaining is that you cannot cancel a chained move into a special move—you must link into whichever move you cancel into the special. So, for example, while Akuma's light attacks can all be chained into one another, a combo of CR.LK ▷ CR.LP ▷ CR.LK ▷ Hurricane Kick will not work. But if you *link* the final light attack, it will: CR.LK ▷ CR.LP, CR.LK ▷ Hurricane Kick. In this guide's notation, chain cancels are indicated with the ▷ cancel icon while links are indicated with a comma. Another example is Balrog's combo into Buffalo Head: if you perform CR.LP chained two or three times into the special, nothing happens (or you end up errantly jumping, or something). But the combo will work if you chain the first two jabs then pause slightly before *linking* the final crouching jab, which is then canceled into headbutt.

Special Cancels

Special cancels (originally referred to as "two-in-ones" in the long-ago era of *SFII*) involve performing a normal move, then canceling just after it hits into a special. The prototypical example is shoto crouching MK ▷ Hadoken. Begin by inputting CR.MK for the poke, then roll the stick/D-pad through Hadoken's ↓↘ motion, ending at → + P. Done correctly, crouching MK will be interrupted just after its active frames by Hadoken. If performed close enough, this will register as a 2-hit combo, though if the tip of crouching MK hits the opponent, the victim may recover from hitstun before Hadoken continues the combo.





Not all normal moves can be special-canceled. The data tables for each character in this guide detail which moves can be canceled, and by what.

For moves that are both special-cancelable and have good poking characteristics (fast speed and recovery, good range, high priority, and so on), a buffering trick can be used to get "psychic" special cancels when you're just outside the opponent's range. Stick out your good, cancelable poke just in front of the opponent so that it will probably *whiff*, and while you're doing that, very quickly buffer the motion for the desired special move. You must complete the entire motion before the poke recovers, or you'll just do the poke, followed by the special move, uncanceled. If the opponent does nothing and your poke simply whiffs in front of them, nothing happens. But if the opponent dashes/walks forward, or if they stick out an attack that then loses to your poke, your buffered motion will register and produce the special move. For example, this leads to Sakura being able to poke from outside range with CR.MK buffered into HP Sho'oken, or for Cammy to poke with CR.MK buffered into HK Spiral Arrow; what seems like kind of a risky guess to many observers actually isn't a guess at all.

Super/Focus Cancels





Super canceling involves interrupting a normal or special move in progress with a Super Combo move. The same normal moves that are Super-cancelable aren't necessarily special cancelable; many moves that cannot be special-canceled can yet be Super-canceled. But, with minor exceptions, the exact same things that can be Super-canceled can also be Focus-canceled and Red Focus-canceled. Super cancels allow for the same buffering trick described under the previous special cancels section: whiff a Super-cancelable normal in front of the opponent while inputting the Super command very quickly, before the move recovers. If the opponent steps forward or sticks out a losing poke, your attack cancels into Super. This trick doesn't work with specials buffered into Supers, because, while normals can only be canceled on hit or block, many specials can be canceled into Super regardless.

LINK





Continuing a combo by performing the next move when the previous move's recovery period ends naturally is linking. Linking, as opposed to canceling. One of the useful features of frame data is that you can quickly determine which moves can link simply by looking at the figures for startup and hit advantage—if hit advantage for the first move is equal to or greater than startup for the next move, a link is probably possible.

Link timing is exacting, but it can be made easier with a quirk of input priority called plinking.

Plink



Training mode input display showing HP plinked into MP, registering HP on 2 consecutive frames.

An unofficial term that refers to a type of option select used to make links easier. (Plinking isn't just for links, though; you can even use it during tight spots to make sure a poke comes out in duress.)

Plinking is accomplished by pressing a lower-priority button the very next frame after a higher-priority button. Let's say you're plinking HP ~ MP, a very common plink to make those crucial links into fierce easier. The previous move is recovering and the window's coming up for your link. As soon as your character can act again, you press HP and then drum MP immediately afterward. The timing should be as though you actually meant to press them simultaneously and only slightly messed up. In fact, that's why plinking works—it's a function of leniency intended to make actions requiring multiple button presses easier to execute. For a throw, for example, you can press LP on one frame and LK on the next frame and what actually happens is that the game animates 1 frame of standing LP, then reads the immediate follow-up LK and interprets your intent to throw. LP gets kara-canceled into LK by the game, and if you watch this happen during Training Mode with Input Display on, you'll see what this looks like: on frame 1, just LP, but on frame 2, both LP and LK, even though it's impossible to input the same button on consecutive frames simply by pressing it. The same is true of Focus Attacks, personal actions, and EX moves. But the same ends up being true of any two buttons, which means you can register the same button press on consecutive frames. Perhaps this doesn't sound like a big deal right away, but it is: it adds +1 to the window for any link. For a 1-frame link, this is huge: the link becomes twice as easy. No one on earth hits 1-frame links with bulletproof consistency, but hitting almost all your 2-frame links is humanly possible. And 2-frame links become 3-frame links, easier still. Links with a window more generous than 3 frames are rendered error-proof.

Input priority matters for plinking, since on any given frame the game produces the move of highest priority. You plink HP ~ MP to have two chances at a fierce link. (Interestingly, you can build further failsafes into a plink in case you mess up plink execution and simply register HP, a dead frame, then MP, if the window for the combo is generous enough for MP to catch.)

As you can see in the entry for input priority, kicks beat punches and heavier attacks beat weaker ones. Plink crouching HK ~ HP and you'll get roundhouse. (Standing wouldn't work, since that would produce personal action… unless you disable your fighter's personal action.) Plink HP ~ LP and you'll get fierce. Note that the Back/Select buttons are listed as having the lowest input priority. That's because, very curiously, you can plink using those inputs! This is the only way to plink LP, since there is no standard button with a lower priority than jab. These buttons don't do anything on their own (except reload a saved memory state in training mode).

The thicket can get denser, if you like: you can plink with more than two buttons. While the frame-doubling effect of plinking only applies to one input at a time, and can only be duplicated for one consecutive frame (i.e. it's not possible to do a 2-stage plink that stretches an input across 3 frames), that assumes you get the timing correct, which no one in the world does all the time. To help insure you register some lower-hierarchy button in a plink, you can plink with multiple weaker buttons (like HP ~ MP ~ LP rather than just HP ~ MP). To *SFII* vets who remember having to "piano"-input 1-frame-window reversals, and to *Third Strike* vets who remember the exacting kara throws and kara special cancels in that game, this may be old hat, but it will require acclimation if you're not used to it. Again, probably the best tip to help with speed is to think of it like you tried to hit them all at once and just barely messed up, in a descending staircase. And remember that the input display is a perfect tool to help you practice—you can see exactly whether a plink registed or not, without a doubt.

There are other applications for plinking beyond link combos. You can plink when you poke, giving yourself a larger window to insure your attack comes out. Often, in tight spaces, you may go for a poke just slightly too early or late, and this can help reduce errors in tight spots. And, while plinking only produces the highest-priority normal move of the buttons you pressed, it still counts lesser-priority presses as being there. This opens the door to using an unorthodox reverse-plink of LP ~ MP as the first two inputs of Raging Demon.

JUGGLES AND JUGGLE POTENTIAL

Juggle combos in *Street Fighter IV* are not as free-form as they are in other modern fighting games. Not only do attacks need a particular property to launch an enemy into a state where a juggle is possible, but individual attacks must have "juggle potential" in order to hit an adversary in their vulnerable state.

There are two types of juggle states, free and limited. When knocked into a free juggle state, anything goes; a strike of any sort will connect against the falling foe for a single hit. Limited juggle states are an entirely different matter. There are two factors that determine what works to juggle during a limited state: juggle potential, a numerical value assigned to an attack to determine its hierarchy during juggles (this value can be anywhere from 1 to 99, though it generally doesn't go far past 10); and a juggle count tally, a hidden value that tracks the total number of attacks that have been done in a juggle. Once the target is knocked into the sky, hitting them with an attack that has juggle potential causes the juggle count tally to go up by 1 for every juggle hit. To keep juggling after the first hit, the next attack must have a juggle potential number that is greater than the total juggle count.







For example, Makoto's EX Fukiage is a jump-cancelable uppercut that puts the enemy into a limited juggle state. To juggle after it, an attack with a juggle potential of 1 or greater must be done. Her jumping MK Tsurugi has a potential of 1, so canceling into a jump and doing it as you rise will hit the target. Once hit, the enemy continues to float in the air, but you can't hit them with just anything; the juggle count tally has risen by 1 point, and thus your next attack must have a potential of 2 to keep the juggle going. EX Hayate has a juggle potential of 2, so doing it immediately after landing from MK Tsurugi will hit the enemy. To continue juggling the opponent from there, you would have to find an attack with juggle potential 3, and then after that 4, then 5, and so on.

Multi-hit special moves that hit for full damage against aerial opponents work because of juggle potential. Ken's MP Shoryuken, for instance, hits for both hits against a jumping enemy because its 1st hit causes a limited juggle state, and the second has a juggle potential of 1. Ibuki's HK Kazegiri hits 3 times with each hit having juggle potential of 1, 2, and 3 respectively. These properties, though implemented just so these attacks can hit multiple times against aerial enemies, also work in other juggle combos. Ken, for example, can hit a target jumping at a high altitude with an early LP Shoryuken, then juggle with MP Shoryuken's 2nd hit for extra damage. In some cases, a multi-hit attack will juggle because its 1st hit causes a free juggle state, allowing the second to hit. The 1st hit of Poison's HK Kissed by a Goddess behaves like this.

Note that hits done against an enemy in a free juggle state do not increase the juggle count. So if you knock the opponent into a free juggle state, then hit them with an attack that causes a limited juggle state, the total juggle count is still 0, so juggling afterwards with an attack that has juggle potential of 1 is possible. The same notion applies if you hit the enemy out of a jump with an attack that causes a limited juggle state; the first attack that put them into that state doesn't affect juggle count.

A classic example of this is the way Ryu's jumping MP behaves if it hits an airborne target. The 1st hit knocks the enemy into a free juggle state, causing the 2nd hit to connect without increasing juggle count (at that point, juggle count is 0). A common follow-up combo is to land, jump forward again and hit the aerial enemy with the 1st hit of jumping MP again (which has a juggle potential of 1) canceled into HK Tatsumaki Senpukyaku (juggle potential 2). As you can see, various juggle properties can be put onto a single move, making them rather complex.

Moves that cause juggle states come in two flavors: ones that can repeat a free juggle state if they hit an aerial enemy again after an initial free juggle state, and ones that can only cause a free juggle state if they're done as the opening hit. Ryu's EX Shoryuken, when canceled after the first hit with FADC, leaves the enemy in a free juggle state. But if you try to juggle with the same attack again after the first, he will knock them into a limited juggle state instead. Juri's jumping MP, if it hits against a jumping enemy, has no such limitation. She can juggle with it multiple times to have it still retain its free juggle state property. Gouken's Gohadoken, if it hits an enemy out of the air, also continuously resets the enemy into a free juggle state.

There are numerous modifiers to general juggle rules, which are attack specific. Some rare Super Combos reset juggle count back to 0, like Dhalsim's Yoga Inferno Super Combo, or Yun's Genei Jin (in this case, it resets the counter the moment it's activated, even before a hit is done during it). Other attacks have unlimited or "full" juggle potential, meaning they can be juggled with as many times as they want regardless of how high juggle count is. An easy example is Decapre's Psycho Stream, which can be juggled with indefinitely in training mode when your Ultra Gauge is set to infinite. Hugo's Megaton Press has the same property, as it can still be juggled with after a large number of juggled hits before it.

An extremely rare selection of attacks do not cause juggle count to go up as they hit. A famous example of this is Dudley's normal and EX Ducking ▷ Straight, which can be done numerous times in extended juggles to keep juggle count from rising. For example, do CR. HK to put the enemy into a limited juggle state, then juggle with ↷ + K K ▷ P, then ↷ + K K ▷ P again, then a final ↷ + K K ▷ K. EX Ducking ▷ Upper's 1st hit only has a juggle potential of 1, and its 2nd hit a potential of 2, and yet it still juggles after two EX Ducking Straights. This works because both Ducking ▷ Straights have a juggle potential of 1 to allow for the juggle after CR. HK, but do not increase the juggle count past 0.

Another odd example of this is the aerial version of C. Viper's EX Burning Kick. EX Seismic Hammer causes a free juggle state on hit, which can be jump canceled into follow-up juggles near corners. To run an experiment, corner the opponent and hit them with an EX Seismic Hammer when directly next to them, then cancel into a forward jump. Meet your target in the air with EX Burning Kick, ensuring all 4 hits connect. When you land, juggle with ↷ + HP. Analyzing this, even with Seismic Hammer putting them into a free juggle state, which is essentially a free hit that doesn't affect juggle count, EX Burning Kick still hits 4 times and still allows for the juggle into HP Thunder Knuckle, which only has a potential of 1. By any measure, the juggle count should be at least 3 (1st hit of EX Burning Kick absorbs free juggle state, hits 2~4 knock juggle count up via potential), but it clearly isn't. The reason for this is hidden in EX Burning Kick's first 3 hits; even though all 4 hits have a sequential juggle potential of 1, 2, 3, and 4, the first 3 hits do not cause juggle count to rise in any way. Since EX Burning Kick's 1st hit connects against a target in a free juggle state, the 2nd and 3rd hits juggle with their potential without affecting juggle count. Its final hit does cause juggle count to go up, but the initial free juggle state, when combined with this odd property that retains the current juggle count, causes the final hit to connect as though it's hitting the opponent for the first time, leaving juggle count at 0 and allowing for the juggle into HP Thunder Knuckle. If more air EX Burning Kicks are done after the first (which can be done very close to the ground by holding ↓ for a moment, then inputting, ↷ ↶ + K K), each one will only raise juggle count by 1 because of the final hit's lack of this property.

Finally, some attack types shut down further juggling altogether on hit, or juggling from a certain type of attack. Dudley's Ducking Upper, if it hits twice against an aerial enemy, disallows juggles from any normal or special move, but still permits Ultra Combo juggles as long as they have the juggle potential needed for it (namely Corkscrew Cross). Dee Jay's EX Double Rolling Sobat has a similar property when used in juggles after his EX Machinegun Upper. Yun's EX Zesshou Hohou shuts down further juggles as well if both hits connect against a jumping foe.

HIT CONFIRM

A sequence of attacks, usually the first two or three hits of a combo, performed on auto-pilot with muscle memory while watching and listening for the result. If the opponent gets hit, you finish the combo. If the opponent blocks or evades somehow, you cut the combo attempt short and react as necessary. The point of hit confirmation is to avoid leaving yourself vulnerable. While many initial combo-starting pokes and chains are relatively safe when blocked or avoided, most combo finishers are extremely unsafe if they don't actually hit. Also called a hit check.

COMBO FINISHER

A reliable way to finish combos.

COMBO STARTER

A reliable way to start off combos. Many characters can "hit check" the opponent with crouching LK chained into crouching LP, for example. If this opening is blocked, go for secondary offense or some sort of bait depending on how you read the opponent. If this opening hits, proceed into your combo. The "right" or "best" combo for a given situation depends on many things, including the relative positions of the characters and their position to any nearby corner, how much EX/Ultra gauge is available, and how much of it you're willing to spend, given the current overall match situation.

COMMAND THROWS

Basically special move throws. Throws that require a particular command rather than LP + LK. The classic example is Zangief's Spinning Piledriver, but now many characters have command throws. Command throws have the advantage of being untechable/inescapable.

CORNER

See Position.

COUNTER CHARACTER

A character on the superior side of a lopsided matchup. For example, Dhalsim is an obvious counter character to Hugo. See Metagame.

COUNTER HIT

A hit scored against the startup frames of the opponent's attack attempt. Deals 25% extra damage and increased hitstun. (There are exceptions that don't issue a damage or hitstun bonus on counter hit, but this is extremely rare.) The extra hitstun allows for many counter hit-only combos. Light attacks deal +1 extra hitstun on counter hit, while medium and heavy attacks add +3 to hitstun on counter hit. Players who exploit counter hits are far from purely reacting to counter hits. Frame traps are blockstrings that leave gaps just big enough for opponents to think they have time to squeeze out an attack to take back initiative when they really don't, which leads directly to counter hits if they take the bait. Reactions help, though, and there's a special cue to use: a "COUNTER HIT" notification pops up on your character's original side of the screen (whether first or second player side) when you score a counter hit.

CROSS-UP



An attack directed ambiguously over the opponent's midpoint so that it's difficult for them to block correctly on reaction. Defenders have to block back, away from their attacker, but if they aren't sure which side the attacker is actually on at the moment of contact then this is obviously difficult. Cross-ups are usually jump-ins aimed at the necks of standing characters or characters waking up from a knockdown. But grounded cross-ups are also possible, most notably against characters recovering from an aerial hit with automatic air recovery.

CROUCH (CR.)

One of the basic states shared by all characters. Executed by holding any downward direction. Holding ↙ blocks low against incoming attacks, but will lose against incoming high (or "overhead") attacks. Basic attack buttons pressed while crouching will produce crouching normal moves, which are indicated during notations with "CR."

CROUCH TECH

Refers to one of *SFIV*'s most common option selects. Also sometimes called "OS tech." Used in close-range situations when worried about throws. The most common version is executed with CR.LP + LK. Because of input priority, the product of this is crouching LK—unless the opponent did in fact just try to throw you. If so, you'll break the throw, with no mental effort or reaction required from you—you were going to do CR.LK anyway, getting a throw break out of it is a bonus.

When you press multiple buttons, only the button highest in the hierarchy is actually produced. Heavier attacks supersede lighter ones, and kicks supersede punches. So if you press, for example, LP + MP + HK, a heavy kick will occur.

Press LP + LK while standing and this doesn't apply; a throw occurs, since that's the throw command. (Very surprising.) However, if you crouch and press LP + LK, you'll get CR.LK: characters cannot throw while crouching, and LK is higher in the hierarchy than LP, so crouching LK is the result. Now, LP + LK also happens to be the throw break command, and throws are broken by inputting LP + LK just after a throw is initiated against your character, with stick position not mattering. So, anytime you're spooked by a close-range opponent, you can use CR.LP + LK to either (a) execute a quick low attack, which may preempt many things the opponent is up to, or (b) if what they were up to is a throw that caught you unawares by the time you thought to input any button at all, your CR.LP + LK command will incidentally break the throw, and without needing any confirmation or reaction from you! This is the definition of an option select—some button input that covers multiple bases, built-in.

Learning to implement this doesn't have to be difficult. You can, in essence, just think of the command for crouching LK as being CR.LP + LK, and use it from here on out over lone CR.LK. There's no reason not to do it, and once you're used to it you won't think about it, and it WILL result in you teching more throws.

You can build the crouch tech into other normals, if desired. Input, for example, CR.LP + LK + MP and you'll produce a CR.MP, or break an incoming throw. Crouch techs other than crouching LK are most useful in abnormal ground games against dive kick characters; if you crouch tech with CR.LP + LK, that's playing into their hands, since you'll lose to low-altitude dive kicks. But if you start crouch teching against them with a decent poke that has a taller hitbox than crouching LK, you'll potentially either automatically break a throw or anti-air their dive kick.

CRUMPLE

A slumping hitstun state created by lv.2 and lv.3 Focus Attacks. Also created by lv.1 EX Red Focus Attacks when used in a combo. Creates combo opportunities if you hit the victim early during the crumple, and resets opportunities/air combo opportunities if you hit the opponent late in the crumple. Slumping victims of a crumple are considered grounded at first, but then considered airborne as they slump forward.

DAMAGE

Reduction of vitality, accomplished with attacks. Clean damage inflicted against characters who aren't blocking, or chip damage inflicted against characters who are blocking, is permanent and cannot be recovered in the current round (except by Elena using her Healing Ultra). Gray damage inflicted against characters with hyper armor (whether hyper armor is via a Focus charge or an armored special move) slowly recovers over time if a character avoids hits (blocked or not) for a moment.

DAMAGE SCALING

A proration system for damage intended to keep combos from being too powerful. By percentage, reduces the amount of damage done by any given hit in a combo depending on how many distinct attacks have preceded it. Longer combos pay a heavier damage scaling price, basically. If you're adding unnecessary hits to combos, and if you're not trying to put the heaviest hits early in a combo, you are definitely leaving a lot of damage on the table.

Damage scaling percentages*

ATTACK NUMBER	SCALING PERCENTAGE
1	100%
2	100%
3	80%
4	70%
5	60%
6	50%
7	40%
8	30%
9	20%
10	10%

*These percentages also apply to stun damage and Super Gauge ("meter") gain in combos.

DASH

A quick forward movement accomplished with → →. See Movement.

DASH CANCEL

Shorthand for FADC: Focus Attack dash cancel. See Focus Attack.

DEEP



An attack performed very far into the opponent's body, like late during a jump-in or right against them on wakeup. Waiting longer to attack may put you more at risk for a reversal, but it usually improves combo potential and block/hitstring tightness. Many combos and follow-ups only work if initial strikes landed very deep.

DELAY

Performing an attack later than normal or expected. May coerce premature reactions.

DELAYED WAKEUP



Mechanic new to *Ultra Street Fighter IV* in which the standard wakeup can be delayed after a hard knockdown. Two buttons must be pressed together at once upon eating dirt on a hard knockdown in order to activate delayed wakeup. Precision isn't important. You can mash every button if you want; you just have to hit at least two buttons while hitting the ground. Delayed wakeup offsets standing time by 11 frames, while placing a "TECHNICAL" notification on the floored character's original side of the screen (first or second player). This notification occurs one second before wakeup, so it appears onscreen in time to tip off the attacking character that their target will have a delayed wakeup timing… though this tipoff may not occur in time for the aggressor to use a specific, reliable setup as okizeme.

DISADVANTAGE

A situation in which the opponent gets to act first. Will often happen after failed attack openings and mistakes, or after having slightly laggy pokes blocked. Fall behind enough on disadvantage up close and the opponent has a guaranteed punish opportunity. (This happens at -3 or worse against most characters, but at as low as -1 against characters with good command grabs and Ultra throws; against a character loaded with Raging Demon, even +/- 0 isn't safe up close.) At a small disadvantage, where punishment isn't guaranteed, mild disadvantage (-1 or -2) usually just means you should exercise caution, as attacking from mild disadvantage is a recipe for getting counter hit. See Frame Data.

DIVE KICK

A steeply-angled air attack that brings the aggressor back to the ground quickly. Characters like Rufus and Yun who have fast dive kicks can bully their way inside more easily than other characters can. For characters like Seth, Akuma, and Gouken, their dive kicks alter jump-in timing, causing them to hit later than expected.

DIZZY

Helpless state caused when the hidden stun threshold is surpassed. Stun builds up when direct hits are taken. If no further damage or hits (even blocked) are taken after a short interval, accumulated stun damage begins to quickly diminish. The duration of dizziness can be reduced by mashing all inputs (including both the stick and the buttons, and mashing alternate directions as in ← → ← → rapidly is superior to spinning the stick or D-pad). When you dizzy your opponent, maximize the opportunity—if a short combo or single hit dizzied your foe, the most damaging combo you can muster is probably best. If a long combo leads to dizzy, the damage scaling might make it better to simply throw them, or to set up a reset attempt.

DP

Shorthand notation for "Dragon Punch," the common Shoryuken special move that helps define Ryu, Ken, and other shoto fighters.

EDITION SELECT

New to *Ultra Street Fighter IV*, Edition Select is a kind of "what if?" mode that lets you pit fighters from any version of *SFIV* against one another. Of course, you can only pick a character in a given version if they were present in that release; you can't pick a *SSFIV* version of Poison, for example.

This guide covers the balance changes and strategy appropriate to *Ultra Street Fighter IV*. But the Tuning Tables present for each returning character help show the small but important differences that can alter a character's personality from version to version, and occasionally the text will touch on old tools now missed. With Edition Select, you can always revisit the characters of yesteryear. It does appear, at least right now, that *Ultra Street Fighter IV* will remain the fighting game scene standard, but surely some Edition Select enthusiasts and side events will crop up here and there, especially once the game is updated for Edition Select Online.

STREET FIGHTER IV, "SFIV"

The first release of *Street Fighter IV*, which was released in Japanese arcades in late 2008. With an initial roster of 17 playable fighters, "vanilla" *SFIV* took the original 12 brawlers of *Street Fighter II: The World Warrior & Champion Edition*, Akuma from "Super Turbo," and added new challengers Abel, C. Viper, El Fuerte, and Rufus. When the console versions for *SFIV* were released, more classic *SF* fighters were added: Cammy, Dan, Fei-Long, Gen, Rose, and Sakura joined the roster. Seth and Gouken were also added as playable characters; in the arcade release, they were CPU-only.

SUPER STREET FIGHTER IV, "SUPER"

The first major overhaul of *SFIV* was released in 2010 and rebalanced existing characters, gave everyone a second Ultra Combo, and added a whopping 10 fighters, bringing the total roster to 35. Returning from all over the *SF* franchise were Adon, Cody, Dee Jay, Dudley, Guy, Ibuki, Makoto, and T. Hawk. Newcomers Hakan and Juri were also introduced.

ARCADE EDITION, "AE"

An arcade update to *SSFIV*, released in late 2010, which rebalanced existing characters and added *Street Fighter III*'s dive-kicking twins, Yun and Yang, along with Evil Ryu and newcomer Oni. *Arcade Edition* was released on consoles as either a DLC update to *SSFIV*, or as a standalone disc. (Both versions allow players to choose between *SSFIV* and *AE*.)

2012 UPDATE, "2012"

A free balance update applied to *AE*, and released in late 2011. No characters were added, but the patch was the most comprehensive rebalancing of *SFIV* yet…

ULTRA STREET FIGHTER IV, "ULTRA"

…until *Ultra*, at least! With a DLC release in June 2014 and a disc release in August 2014, *USFIV* is the biggest shake-up yet to the best fighting game of a generation. Classic combatants Elena, Hugo, Poison, and Rolento join, alongside newcomer Decapre (not seen since a *Street Fighter Alpha III* cutscene). New mechanics (delayed wakeup, Red Focus, and W Ultra) accompany another balance pass, the most comprehensive to date.

EMPTY JUMP

A jump during which no action is taken. Reduces vulnerability on landing; using attacks or actions during a jump means you lose tripguard, the ability to perform actions (including blocking) for a couple frames upon landing. May also coax the opponent into blocking high, expecting a jump-in overhead, making them vulnerable to an immediate low strike upon landing.

EX FOCUS ATTACK

A Focus Attack activated while a normal or special move is already in progress. Consumes two bars of Super Gauge. Called FADC (for Focus Attack dash cancel) when used to enable an immediate dash cancel out of the Focus charge. See Focus Attack.

EX RED FOCUS

A Red Focus Attack activated while a normal or special move is already in progress. Expends three bars of S.C. Gauge. The attack in progress is canceled by the EX Red Focus Attack. This is just like canceling a move with EX Focus Attack, but with the added benefits Red Focus brings. If you combo into a lv.1 EX Red Focus and release it, you'll cause a crumple even without charging to lv.2 (which regular Focus requires). See Focus Attack.

EX SPECIAL MOVES

Enhanced versions of special moves executed by hitting two basic attack buttons to complete the special move's command. A distinctive yellow flash is visible, making it obvious an EX move was used. Consumes one bar of the Super Gauge. Compared to special moves, EX special moves have enhanced properties or increased damage (or both).

FADC

Initials for "Focus Attack dash cancel." Used to refer to using an EX Focus cancel to immediately dash out of a special move. Enables tactics like Ryu's Shoryuken ▷ FADC into Metsu Hadoken, Rufus's EX Messiah Kick ▷ FADC into Space Opera Symphony, and a slew of combos in which FADC after a projectile enables continued attacks. See Focus Attack.

FIREBALL

Slang for projectile. An attack onscreen independent of the attacker's body. Vital for long-range zoning and mid-range footsies. *SFIV* has dozens of different fireball attacks, each with its own particular nuances. Each character's section is thorough in detailing the strengths of a given projectile.

FISHING

Searching for a clean hit, a counter hit, or trying to bait the opponent into making a punishable mistake.

FLOORED

Knocked down. Floored characters have reduced options as they wakeup before a waiting attacker. The anti-wakeup game against floored foes is called okizeme. There are two ways to get floored: the soft knockdown (from which you can spring up early with quick stand) and the hard knockdown (from which you can spring up late with delayed wakeup).

FOCUS ABSORB

Using a Focus charge period to absorb an incoming strike or projectile, either to build Revenge Gauge, to dash cancel forward to gain ground, or both. See Focus Attack.

FOCUS ATTACK

Executed by holding MP + MK. The attack initiates when the buttons are released. The Focus Attack can be dash canceled either before release or just after a hit with a dash or backdash. A released Focus Attack that whiffs cannot be dash canceled. While charging, Focus Attacks have one hit of armor, meaning they can absorb one incoming attack without being interrupted. Multiple hits will break Focus, though, as will armor-breaking moves. (Any special move performed with reversal timing, on the very first frame possible, will also break armor.)







Properties change depending on how long Focus is charged before release. Charge and release immediately for lv.1 Focus, which only crumples the enemy on counter-hit. Charge until there's a white flash on your character before releasing and you'll get lv.2 Focus, which causes more damage and crumples even on a normal hit. Charge all the way, until the Focus triggers automatically, and you'll get lv.3 Focus, which does even more damage and is unblockable. (Unblockable lv.3 Focus is a great example of when backdash invulnerability is useful; if you're knocked down and someone charges a lv.3 Focus to release as you rise, the easiest escape is to mash on ← to backdash immediately upon wakeup.)

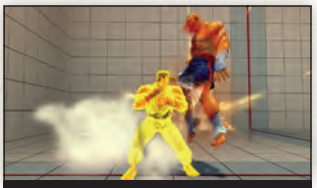
EX FOCUS ATTACK

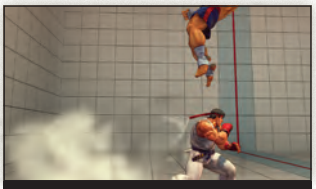
A Focus Attack activated while a normal or special move is already in progress. Expends two bars of Super Gauge. The attack in progress is canceled by the EX Focus Attack. As with regular Focus Attacks, EX Focus Attacks can be canceled by dashes/backdashes before release or on contact, but not if whiffed. Dashing to cancel EX Focus Attack is referred to by shorthand as FADC, or dash canceling.

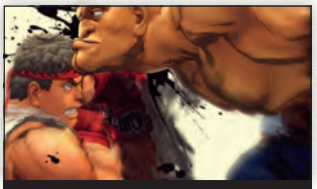
FADC

The new big deal that you must internalize to play *SFIV* properly is the Focus Attack dash cancel, or FADC. Super Gauge isn't just a resource used to power special moves and Supers. It's also vital for FADC, which allows you to make many moves safer on block, to launch surprising follow-up attacks, to extend all sorts of combos, and to combo into Ultras.


EX Shoryuken nails the enemy…


…and is canceled with a Focus charge…


…which is canceled by a dash before release…


…which is followed by an Ultra, buffered during the dash!

FADCs are made much easier to perform with a buffering trick. It's very complicated to think of FADC as what it is, which involves: (1) cancel to EX Focus and charge it by holding MP + MK, (2) dash forward (→, →), (3) release MP + MK. It can be greatly simplified by just thinking of it as → + MP + MK~ →. Very quickly tap forward plus both medium buttons, then tap forward again. (Or use backwards taps for Focus backdash.) In essence, you're just inputting a dash command with MP + MK alongside the first tap. Input this quickly and you won't have to worry about holding down MP + MK to charge up Focus before you dash cancel it. A convoluted process is greatly simplified and suddenly all those dash cancels into juggled Ultra don't seem so bad.





Any Focus Attack can be canceled into a dash or backdash. This is true whether the Focus Attack was done by itself, or whether you cancel into EX Focus Attack from a normal or special move. The only time you can't cancel a Focus Attack is on whiff, but it's cancelable while charging, on hit, and on block. Focus Attack dash canceling is important because there are close to zero situations where you DON'T want to dash cancel your Focus Attacks, whether before release (to fake Focus and then dash, or to absorb attacks and then dash) or on hit/block (to maximize your combo opportunity off Focus crumples, and to minimize your vulnerability on block).





By immediately canceling a Focus Attack into a dash, you can "Focus absorb" incoming attacks. Done at long to mid-range, this is mostly for absorbing fireballs. This builds a little Revenge Gauge, and might give you a positional advantage or allow you to gain ground on a zoning opponent. From mid-range, Focus dashing like this can absorb mid-range fireballs, and long-reaching pokes like sweeps. From this range, absorbing an attack and then dashing forward can often score you a punish opportunity.

Focus dashing can be done so quickly that a charging Focus Attack never perceptibly registers by inputting your dash/backdash as → + MP + MK~ → (or ← + MP + MK~←). Do it fast enough and you don't even have to bother to hold down MP + MK to avoid releasing the Focus Attack; you can just tap them. In effect, you have a dash/backdash with slightly, almost imperceptibly longer startup which now has a short period of hyper armor.

This can be very helpful in avoiding some cross-up/wakeup situations, and to add an insurance policy when you're dashing within the opponent's footsie range.

Using a Focus by itself and then dashing is free, but EX Focus canceling from a normal/special requires 2 stocks of Super Gauge. (3 for EX Red Focus canceling.) EX Focus canceling from other attacks is useful for safety, for pressure, and for combos. Using a move like Flash Kick or Shoryuken as a "get off me" reversal has an obvious risk: if the opponent simply does nothing and blocks, you hand them a max punish chance with your whiffed special. But when you have 2 bars ready, you can make your reversal safer.






Many Ultras function in combos because you can score certain special moves, cancel to EX Focus to skip their recovery, then cancel EX Focus to dash so you have time to juggle with Ultra. The prime example is Ryu's combo of Shoryuken EX Focus dash canceled to Metsu Hadoken, but the list goes on and on. Many other combos are driven by FADC. Using another Ryu example that's similar to combos for many characters, his crouching HP canceled into Hadoken can then be Focus canceled into dash, which puts him in range to sweep or tack on crouching MK ▷ Tatsumaki Senpukyaku.





It also helps with pressure. Most characters can't play like Guile and throw a jab Sonic Boom and follow it up, but this effect can be emulated (when meter allows) by tossing a fireball and canceling it with FADC. Now a character can use the projectile as a shield or follow quickly after it in a blockstring where they otherwise can't. The benefit is harder to measure than with making a reversal safer or boosting a combo, but sometimes keeping momentum for a few moments longer at a crucial point can decide the whole match, whether the meter use seems efficient or optimized or not.

FOCUS DASH

Usually used as shorthand for either FADC (as in "Hadoken into Focus dash") or Focus absorb (as in "Focus dash through an incoming fireball").

Refers to using a Focus Attack's armor period on purpose to negate an incoming attack. Useful against projectiles and slower pokes. Most efficiently done, the Focus Attack is only initiated moments before impact, then Focus is canceled with dash immediately after absorption. You can perform a Focus dash easily while holding ← or → to walk backwards or forward; since you're already holding a direction, all you need to do to Focus dash is tap the medium buttons and then immediately tap the direction you're walking in again. In this way, you can seem to walk right into an oncoming fireball then dash through it, absorbing it without missing a beat.

While a Focus attack is charging, a single incoming hit will be absorbed without interrupting the Focus charge. For Red Focus Attacks, this hyper armor lasts until you either release Red Focus prematurely, or (if you charge it up fully) for the full duration of the move. Standard Focus Attacks are free to initiate when not EX Focus canceled, but Red Focus Attacks cost 2 bars to use (3 when EX Red Focus canceled). Either type of Focus Attack will be interrupted by armor-breaking attacks. Focus dashing to absorb attacks can build Revenge Gauge safely, make for a bolder mid- and close-range footsie game, and aid in retreating by installing armor at the beginning of an already-invincible backdash.

FOCUS TECH

Activate your Focus Attacks with LP + LK + MP + MK and you can install a throw tech at the beginning, just like with CR. LP + LK crouch techs. When you're placed in a situation where you're worried about a possible cross-up hit, or empty jump into low hit, or empty jump into ground throw, you can skirt the entire issue by starting out with a Focus tech and charging it, then dashing or backdashing on reaction to which side your opponent actually ends up on.

Assign the P P P and K K K shortcut buttons somewhere on your controller and decline to pick a personal action at the character select screen (so your character thus has no HP + HK command, which is only bad for Dan) and you can just press the two shortcut buttons together for this tactic. You have to be choosier about this defensive option select in *USFIV* because of the addition of Red Focus. The command for Red Focus is LP + MP + MK, so if you use the Focus tech input when you're sitting on at least 2 bars, you'll blow them and get a Red Focus tech. If you're in a bad defensive situation and Focus tech would help escape, nothing much changes—it can still be worth doing Focus tech even when it will burn half your S.C. Gauge. You'll just have to decide whether it's worth it in a given situation. When you have less than half of your Super Gauge, though, Focus tech your heart out.

FOOTSIES




The mid- to close-range game of controlling space in front of your character. This is a fine positional game that involves walking back and forth, jockeying for preferred position. Footsies can involve filling the space with projectiles and high-priority, low-risk pokes, or it can involve going for counter hits and whiff punishers against the opponent's pokes. It's also important to recognize what has your attention wrapped up at a given moment; if you're trying to control space with pokes, you're leaving yourself open to whiff-punishing moves and Focus absorption, maybe to jump-ins as well. If you're dancing at the edge of your foe's range, waiting intently for them to whiff something right in front of you that you can sweep, you might not react immediately if they simply walk forward, well into your comfort zone, where their attacks will no longer whiff. But then, they wouldn't have been able to simply walk forward if, instead of trying to punish whiffs, you were instead filling the space with your own attacks, and so you can see how the game goes in a circle. Knowing when to switch your attention is just as important as knowing what to do in a given situation, because no one can keep every contingency in mind at once.

FOR FREE

Refers to a guaranteed situation, usually a punish chance. For example, if Ryu's HP Shoryuken whiffs harmlessly in front of you, you can punish him "for free."

FORCE STANDING

A property of certain moves, like Ryu's crouching HP. When these moves strike a crouching victim, the target will be forced into standing hitstun. Most useful to assure certain combos work, like the shoto CR. HP ▷ Tatsumaki combo. Tatsu whiffs over crouching opponents, but the CR. HP right before makes sure that won't happen.

FRAME

The game's smallest unit of measurement. One frame is 1/60th of a second.

FRAME ADVANTAGE

The opportunity to act first, represented numerically. See Frame Data.

FRAME DATA

Frame data details the duration and specifics of all the game's attacks. While an intimate knowledge of frame data is not necessary for playing *Street Fighter*—much of the same knowledge eventually comes from experience and "feel"—it can be a great help to scientifically-minded players. Frame data helps illustrate why something works, or why something doesn't work. This guide details frame data for the full cast of *Ultra Street Fighter IV.* Every effort was made to compile this data accurately, using a pre-release but more or less final version of *Ultra SFIV.* Any inaccuracies were unforeseen and should be minimal.

Reading frame data can take some getting used to. Some guidelines to remember:

- The game runs at 60 frames per second. 1 frame is 1/60th of a second. 5 frames is 1/12th of a second. 30 frames is half a second, and so on.
- The frame data in this guide assumes that the first active frame of an attack is the one that hits. The remaining active frames become, in effect, the first part of the recovery period. Strike "meaty" (late in the active period) and total recovery is shortened, leading to more advantage on hit or block.
- Attacks performed in midair don't have recovery periods like grounded attacks. For air attacks, recovery is simply how long it takes to land and go through landing recovery, so a value for recovery is not listed for jumping attacks. Because of the amount of variables that go into jump-ins and cross-ups, figures for advantage on hit/on block are also not listed. Air attacks may be done high up during a jump, or very deep, just before landing; whether high or deep, air attacks may also hit with their first active frame, or they may hit meaty; the defending character may be standing when struck by the jump-in (so the attacker in effect has more recovery, having to fall further before landing frames), or they may be crouching (leading to less recovery for the attacker, since they don't have as far to fall after contact). All these variables come up during every jump-in, making the pinning down of an absolute advantage figure for a given jump attack somewhere between arbitrary and impossible. For unique jumping attacks, like dive kicks, a maximum value of advantage is listed, based on perfect positioning. (Usually, hitting the target in the knees or shins with the dive kick just before landing.)

STARTUP FRAMES

This is the move's windup, the animation it goes through before hitting. Faster is better, of course. The fastest normals in the game strike on the third frame, so they have a startup of 3; a handful of characters have Super Combos that strike even earlier, on the second frame, for a startup of 2; some Super and Ultra throws, like Zangief's Final Atomic Buster, strike on the very first frame after input, for a startup of 1, more or less instant.

Eating an incoming hit during startup frames leads to a counter hit, increasing hitstun and damage taken. This makes frivolous, unmeasured poking and mashing on crouch tech (and so on) a bad idea; plenty of great strategies revolve specifically around getting your opponent to hit buttons when you want, leading to counter-hit setups for you.

The startup figures included throughout this guide include the first frame of the active period. The reason for this is that it's less abstract to try to find links and come up with frame traps; you can simply compare the lead-in move's advantage on hit to the follow-up move's startup and see how they line up. The only negative consequence is that if you add up a move's startup, active, and recovery periods, the sum you'll get is 1 frame more than the actual total frames of the move.

During Supers and Ultras, there is a screen-freezing effect at the beginning while a little cutscene plays out. The character about to unleash their ultimate attack poses while the camera swoops in, and then the action snaps back to the normal view and time resumes. Not counting any freeze frames where neither character can actually move, most Ultras and Supers have some of their startup frames before this screen freeze, and some of them afterwards. This is expressed in frame data as two figures with a plus sign. An Ultra with 10 frames of startup before the freeze and 2 more frames after will have startup expressed as "10+2".

Crouching HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 40
STUN	100, 50
STARTUP	8
ACTIVE	2, 2
RECOVERY	22
ON HIT	—
ON BLOCK	-6
CANCEL	SP, SU

NOTES 1st and 2nd hit are cancelable, 1st hit forces standing, 2nd hit puts opponent into free juggle state, soft knockdown

ACTIVE FRAMES

The active frames of an attack are the time period in which it can actually hit the enemy. This is when the red striking, blue grabbing, and green projectile hitboxes depicted in this guide's images are live. This is usually the shortest portion of a move, almost fleeting, often only 2 or 3 frames long. For multi-hit moves, there may be inactive gaps between striking portions. These harmless interludes are expressed in frame data with parentheses. A 2-hit attack with a 4-frame gap between 3-frame active periods will be expressed as "3 (4) 3".

Intentionally hitting with a later portion of this period is called a meaty attack. Meaty attacks are frequently used against targets waking up or landing during air recovery, so they rise or fall into the end of an attack's active period. This has the effect of making the move's recovery shorter, basically; the hitstun a move creates is the same no matter when in the active period it hits. Many moves that do not allow for links if they connect with the first active frame can lead to links when they hit meaty.

Projectiles don't have a number of active frames listed with the other data. The startup of a projectile attack takes you to the first active projectile frame, and then (since the projectile becomes a threat separate from the thrower's body) the rest of the move is simply recovery. If a projectile dissipates after a set number of frames (rather than traveling an infinite distance till it moves off-screen, as most projectiles behave), it will be indicated in move notes.

RECOVERY FRAMES

The portion of an action in which it's retracting, returning you to a position where you can act again. It's this portion of a move that is avoided when you cancel actions, and it's this portion of a missed attack that is targeted by whiff punishers. Shorter recovery is obviously better. Some moves, like Shoryukens, have an aerial recovery period after the active frames end, followed by an abnormally long landing recovery period on the ground.

FRAME ADVANTAGE/DISADAVANTAGE (ON HIT/ON BLOCK)

After a move makes contact, the attacker's remaining active frames (if any) and recovery frames must play out before they can act again; meanwhile, the defender's blockstun or hitstun must play out. The character who can act first has frame advantage, and this can be expressed numerically by how many frames ahead they are. An advantage of +4 means you'll be able to act 4 frames earlier than the opposition; a disadvantage of -4 means the opposition will be able to act 4 frames before you. This part of frame data can help you find interesting potential links, blockstrings, and frame traps.

Advantage is expressed differently for hit or block; on hit, almost every attack produces more frame advantage than on block. Extra advantage on counter hit isn't explicitly listed, but it's +1 for almost all light attacks, and +3 for almost all medium and heavy attacks. (Rare exceptions are explained in move notes.)

Creating Links and Frame Traps from Frame Data

MOVE 1 (MUST BE POSITIVE VALUE)	RELATIONSHIP	MOVE 2	RESULT	NOTE
On Hit	≥	Startup	Link	The closer the values, the harder the timing. If they're identical, it's a 1-frame link: timing must be perfect. If Startup is 1 frame fewer than On Hit, it's a 2-frame link, if Startup is 2 frames fewer than On Hit, it's a 3-frame link, and so on. Links are often referred to by their leniency, as in "that's a 2-frame link."
On Block	≥	Startup	True blockstring	See above note about timing. Use the same formula to build true blockstrings.
On Hit	<	Startup	Failed combo (or reset)	If there's just not enough advantage for a link, then there's just not enough advantage for a link. But if the gap here is only 3 frames or fewer, check and see if it works on counter hit.
On Block	<	Startup	Frame trap	Once you're leaving a gap on block, it's just a question of the desired size of the gap. The bigger the gap that it's OK to leave against your current opponent, the slower the moves you can frame trap with. For players eager to press buttons, tech throws, or mash on light pokes, you want the smallest gap possible. For more cautious or reactive opponents, you'll likely have to use wider, more deceiving traps.

FRAME TRAP

A sequence of attacks timed specifically to leave the opponent gaps to stick out their own attacks. A well-planned and properly-timed frame trap gives the opponent just enough time to squeeze out attacks or throw tech attempts, but not enough time for these attacks to actually be a threat. Success creates counter hits.

FRONT THROW

Throwing with LP + LK or ← + LP + LK. See Normal Throw.

FULLSCREEN

When characters are all the way across the screen from one another. See Position.

GIMMICK

A generally unsound tactic, which may nevertheless work if used sparingly, or against an opponent who doesn't know the counter. Some characters, like Blanka and Makoto, are actually specifically designed as piles of gimmicks so large that you can't hope to contest every seemingly-flawed yet curiously effective tactic.

GRAPPLER

A character based around getting close and landing command throws.

GUARD

Synonymous with block. See Blocking.

GUARDSTUN

Synonymous with blockstun, a character's blocking animation, during which they cannot act. See Blocking.

HARD KNOCKDOWN

Sometimes also called an untechable knockdown. A sweep, throw, Super, or Ultra knockdown, which prevents the victim from quick standing. (Some special moves also create hard knockdowns, like Ibuki's Neckbreaker and the first hit of Oni's Goshoryuken ▷ FADC.) Since quick stand can't be used, the aggressor has more time to set up his or her best anti-wakeup (or okizeme) game on the rising target. Victims of a hard knockdown can mess up their attacker's timing by using delayed wakeup, a new feature in *Ultra Street Fighter IV*. See Wakeup.

HCB

Half circle back: ↺. The motion used for Dhalsim's Yoga Flame, as well as many other specials.

HCF

Half circle forward: ↻. The motion used for several projectiles, as well as other special moves.

HIGH ATTACKS

Attacks that must be blocked standing. Includes overheads, and most jump-ins. Often simply called "highs." See Blocking.

HIT

The result when an attack connects with the target. There are normal hits and counter hits. A hit deals damage to the target, and places them into hitstun. On block, the target enters blockstun. Hit or blocked, hits create a very brief screen-freezing effect called hitstop.

HIT CONFIRM

A short, canned sequence designed to give you time to see if your offensive opening was successful before you commit to more attacks. Also called hit check. See Combos.

HITBOX



An attack's actual active hitting area. Doesn't always conform to visuals onscreen. A red hitbox is a strike area, while a green hitbox is a projectile area. A blue hitbox is for a throw. Hitboxes are targeted against hurtboxes, a character's vulnerable segments. For moves said to be "high priority," the explanation is usually that the active hitbox area extends well outside the character's vulnerable hurtbox area, for an essentially invincible hit area. Pokes and moves that have hitbox areas without any vulnerable hurtboxes are obviously useful.

HITSTOP

The very brief interval during which the game freezes to emphasize connected hits. Almost imperceptible, hitstop most directly figures into gameplay where it gives an aggressor slightly longer to react to a move's outcome, or where it allows for option selects. It also provides slightly more time for you to input motions or build charge for special moves. It's the absence of hitstop when moves whiff that enables many option selects; you bury an input during where hitstop would be, and it'll create a move when hitstop isn't there.

HITSTUN

The state a character enters when they are hit with an attack. He or she reels helplessly, susceptible to further attacks until hitstun ends. Combos work by keeping a victim stuck in hitstun, canceling or linking attacks to keep hitting them without allowing them a chance to recover. There is no way out of hitstun except natural recovery over time. Hyper armor is a property some attacks have (like Focus Attack) where a hit can be absorbed without initiating hitstun. Red Focus Attacks can absorb multiple hits without initiating hitstun. The damage is still received by the victim, but it's gray damage, recoverable over time if no further attacks connect for a bit.

HURTBOX



A character's actual vulnerable area. Doesn't necessarily conform to onscreen visuals—rarely does, in fact. The position of a character's vulnerable hurtbox relative the threatening hitboxes of their moves is most of what determines their moves' priority.

HYPER ARMOR

A hit-absorbing property of Focus Attacks and some special moves. A move like Zangief's EX Flying Power Bomb or any character's Focus Attack can absorb one incoming hit without being interrupted. Red Focus Attacks can absorb several incoming hits without being interrupted. Damage taken from absorbed hits will recover slowly over time, though it will become permanent if the opponent scores a non-absorbed hit before the gray damage fully regenerates.

INPUT

A command given to the game. Turning on Input Display within Training Mode is an excellent way to troubleshoot any execution problems you're having, since you can see exactly which inputs the game registers, and when.

INPUT PRIORITY

The game's system of determining what to do when it receives multiple inputs at one time. Exploiting little facets of input priority leads to many of the game's most esoteric and useful tactics.

HK > HP > MK > MP > LK > LP > Back/Select

Heavier attacks have priority over lighter attacks, and kicks have priority over punches. If you press HK and LP together, HK results. Press LK and LP together and LK results—though only while crouching or jumping, since pressing both light attacks while standing initiates a throw. The same is true of MP + MK (Focus Attack) and HP + HK (personal action, or taunt).

Input priority isn't just a curiosity of mechanics. It comes up during plinking and option selects. The very definition of plinking is using a lower-priority button on the frame right after a higher-priority button. And it's easy to see how input priority enables an option select like crouching LP + LK + HP, for either crouching HP or, if the opponent just grabbed you, a throw escape.

INVINCIBILITY

Refers to a period of immunity to incoming attacks. Can apply to all incoming threats, or only to specific types. For example, a move may be totally invulnerable, or it may only be invulnerable to throws, or projectiles. Invulnerable periods tend to be very brief, and serve to give a particular move the upper hand when used in the right situation. For example, most Dragon Punch-type moves are invulnerable at the very beginning, so that they're virtually guaranteed to out-prioritize whatever they come into contact with if used with good timing.

INVULNERABILITY

Synonymous with invincibility.

JUGGLE & JUGGLE POTENTIAL

The ability for moves to carry the opponent while they reel in midair. See Combos.

JUMP

A leaping move that either holds ground while avoiding grounded threats, or quickly advances or retreats. See Movement.

JUMP-IN

An attack executed from a jumping or airborne period, intended to hit a grounded target. Allows an aggressor to begin combos, blockstrings, and tick-throw tactics from midair. A forward jump is a sudden motion toward the opponent, so it may seem like jump-ins are an ideal way to start an offense. But seasoned players will be looking to anti-air obvious jump-ins. Successfully using jump-ins against good competition requires either that you wait to jump-in till you're sure their attention is diverted, or using safe jump setups. Depending on the matchup, you may also have relative freedom to jump at your foe aggressively, if your character has a jumping attack that consistently beats all the opposing character's options.

Typically, the term jump-in refers to attacks that hit the opponent's front side, which they block by holding away from your side of the screen. A jump-in attack that hits ambiguously behind them, requiring that they block toward your side of the screen, is called a cross-up. An attack that seems like it's going to cross-up but then doesn't is called a fake cross-up, a frequent fixture in post-hard knockdown and corner pressure setups. Position on the body matters too. Early jump-ins hit high on the body, increasing recovery; deep jump-ins hit late, resulting in less recovery. There are differences character to character, but generally, early jump-ins result in more flush positioning afterwards, while deep jump-ins cause more push-back after landing. You'll have to weigh concerns about post-landing link positioning and timing, especially if your jump-ins and cross-ups involve light attacks or dive kicks.

KARA CANCEL





A kara cancel is a cancel executed during the very beginning of a move's startup, long before it ever becomes active. (Whereas a regular cancel involves cutting a move short just after its active period, but before recovery.) In *SFIV*, most kara cancels must occur on the first frame. Usually, kara cancels are simply there to make moves easier to perform. If you couldn't kara cancel normal moves on the first frame, then it wouldn't be possible for LP~LK 1 frame apart to produce a throw, or MP~MK 1 frame apart to produce Focus Attack. But this also means that you can cancel moves that have actual momentum on the first frame, granting that momentum to the action into which you kara cancel. Examples include Sagat's ← + LK and Ken's ← + MK… either of these moves can be kara-canceled into those character's Dragon Punch-style moves to add a startling range boost.

A handful of moves are kara cancelable longer than just the first frame, like Zangief's standing LK and C. Viper's standing HP.

A normal throw granted extra range through the use of a kara cancel is called, unsurprisingly, a kara throw. Sometimes, kara canceling into Focus Attack can be helpful (it's easy to kara cancel Ken's Focus Attack startup for a little extra range with MK~MP, for example), and can even enable kara dashes if you then immediately dash from a kara-canceled Focus charge. Kara cancels allow command grab characters to make their untechable throws even scarier. They're not universal, though; some characters have crucial kara cancels, like Ken and Sagat as mentioned, while some characters really don't have a useful kara cancel to note.

KNOCKDOWN

Attack property that results in the victim being floored, unable to act. Knockdowns come in two flavors: soft (or teachable), and hard or (untechable). Soft knockdowns enable victims to quick stand; hard knockdowns enable victims to delay wakeup. Scoring knockdowns is an important part of mix-ups and footsies, since you have a great chance to reposition favorably and plan a mix-up against an opponent who is waking up. The mix-up game against rising opponents on wakeup is called okizeme. See Wakeup.

LANDING

The period after a jump or airborne attack during which a character recovers from returning to earth. Normal jump recover is 4 frames, with the last 2 cancelable into any action. Whether the first 2 are cancelable depends on whether an attack was used during the jump. Attacking while jumping removes tripguard, making those first 2 frames non-negotiable recovery frames. Empty jumping allows you to block or use moves during the first 2 landing frames.

LINK

Stringing together moves by waiting for recovery to elapse fully rather than canceling. See Combos and Frame Data.

LONG RANGE

Backed out of mid-range, where immediate engagements aren't possible, and only long-reaching jump-ins will hit, if at all. A prime fireball zoning spot. See Position.

LOW ATTACKS

Attacks which must be blocked while crouching. Attempts to block low moves with standing guard end in failure and hitstun. Many crouching moves are low attacks, or simply "lows." Certain specials, and even some Supers and Ultras, also hit low. See Blocking.

MASH

Repeating an input or input series quickly. Can be command-related, like mashing on P for Hundred Hand Slap, or tactical, like mashing on the input for an invincible reversal during the opponent's blockstrings. See Shortcuts.

MEATY

An attack timed to overlap an opponent during later active frames. In effect, this reduces the total recovery of the attack, increasing advantage and perhaps allowing for new links.

METAGAME

Metagame means, literally, "above the game." It describes the set of knowledge that surrounds and affects the game outside of the game itself. Player habits and preferences, the tournament scene, and game consequences outside of the intention of the designers all fall under the metagame.

PLAYER TYPES

A large part of being a strong *Ultra Street Fighter IV* player is not just knowing frame data and combos of the various characters, but actually knowing the other human being you're fighting against. Understanding your opponent's tendencies plays a large role in winning. While preparation of combos and strategies is vital, you'll have to be able to adapt to each and every one of the people you play against.

The most successful *Street Fighter* players excel in the game outside of the game (often labeled as the "metagame"). Essentially, knowledge of the actual person you're playing against (either from past experiences or from in-game nuances with the person) is a tool you can't ignore in your decision-making.

If you're new to *Street Fighter*, these concepts may seem overwhelming and complicated; especially because you're constantly analyzing every single decision your opponents make. Fortunately, most players (including tournament veterans) can be categorized into a "type" of fighter. It's important to simplify your opponent's type as it reduces the amount of choices you have to make. The less you hesitate, the less you'll second-guess yourself and the more confident you'll become in executing your strategy. Additionally, learning from a loss is much easier when you commit to a read on an opponent rather than playing off the cuff.

Here are a few broad examples of player types: aggressive, passive, risk-averse, and risk-prone. Naturally, your opponent's tendencies and play style will usually correlate with the character they're using. An aggressive player is more likely to play Yun while a passive player is more likely to play Guile. This isn't a hard-and-fast rule as there are many styles and methods in playing a single character, but it's a starting point.

For instance, an aggressive opponent is one who initiates combat and will usually advance towards you. These types of players aim to overwhelm you, giving you little time to come up with a strategy and react. A defensive opponent wants to control the game's pace by zoning from full screen or holding a charge and waiting for you to make a mistake.

While aggression oftentimes equates to risky, there are many ways for a player to be aggressive and safe at the same time. This is colloquially known as "safe rushdown" or "turtling in your face." For example, Ryu is designed to be a defensive zoning character; but, he can be played very aggressively without much risk. If a Ryu opponent advances and liberally threatens you with crouching MK ▷ Hadoken, this player is being aggressive while being risk-averse. Take note of situations like these and categorize your enemy accordingly. In this example, you might put this player down as a "safe aggressive" type. On the other hand, if a Ryu opponent tends to stay out of mid-range and zones from a distance, you could categorize them as "passive."

While a person's play style can be defined by their neutral game strategy, you'll also need to take mental notes of how they react in certain situations. Let's say you've landed a hard knockdown on a Ryu player and you want to apply offensive pressure on their wakeup. If you walk up to the downed opponent and go for a crouching LK attack string, the opposing player has a decision to make. A risk-prone player would, most of the time, wake up with LP Shoryuken. This type of player sees reward in taking this risk, so you could categorize them as such. They're either betting on you attacking or they've categorized you as overly aggressive.

A reactive and risk-averse player would simply block and attempt to option select tech your potential throw. This is seen as the safer option, but it can be exploited if you have a strategy or setup designed to beat it (such as a delayed frame trap). This can also evolve a bit further and you'll be able to categorize subtle differences in a player's defense timing. Some people like to option select tech throws late, almost on reaction; some people opt to tech throws early and while standing. Think about your counter strategies for the various types of wakeup defense and apply them accordingly when you've figured out your enemy's natural reactions.

Another example of categorizing an opponent based on specific situations is how often they jump toward you (especially if you're playing a projectile-based character). Players who never jump at you regardless of how many fireballs you throw at them can be categorized as "disciplined" or "safe." On the other end of the spectrum, you might run into someone who will take the risk of eating an anti-air and will guess jump your projectiles. In these situations, you can adjust your strategy quickly to either gain ground against a passive opponent or use a fake fireball tactic (such as ◁ + LK with Ryu) to bait out a forward jump.

Developing this skill is crucial in consistently winning in competitive fighting games. As long as you're making a conscious decision to get a feel for your opponents' tendencies and not fighting blindly with a set pattern, you'll become a better fighting game player.

CHARACTER ARCHETYPES AND COUNTER CHARACTERS

With so many characters in *Ultra Street Fighter IV*, you can divide characters into archetypes. This is helpful in better understanding how a matchup should go between two characters and may help you if you're having trouble against a particular character, especially if you want to counter a matchup in a tournament setting.

A broad set of character archetypes include: zoner (projectile-based characters), dive-kicker (any character with air-altering offensive attacks), grappler, turtle (such as a non-projectile charge character), footsie-based fighter (characters excelling at close and mid-range), and vortex-based fighter (those with powerful mix-ups on opponent's wakeup).

Some characters may fall in two or more of these categories, but will usually have some kind of weakness to balance their strengths. For instance, Akuma and Seth can be considered as almost all of these archetypes, but have extremely low health to counterbalance their considerable strengths.

List of characters for each archetype:

- Zoner: Chun Li, Dee Jay, Dhalsim, Evil Ryu, Gouken, Guile, Oni, Poison, Rose, Ryu, Sagat
- Dive-kicker: Adon, Cammy, Decapre, Juri, Makoto, Rufus, Yang, Yun
- Grappler: Abel, El Fuerte, Hakan, Hugo, T. Hawk, Zangief
- Turtle: Balrog, Blanka, E. Honda, M. Bison
- Footsie-based fighter: Cody, Dan, Dudley, Elena, Fei Long, Guy, Ken, Rolento, Sakura, Vega
- Vortex-based fighter: Akuma, C. Viper, Gen, Ibuki, Seth

You can then follow a general hierarchy of which archetype is effective against another.

- Zoners are effective against: grapplers and turtles.
- Dive-kickers are effective against: zoners, footsie-based fighters, and vortex-based fighters.
- Grapplers are effective against: turtles and dive-kickers.
- Turtles are effective against: dive-kickers and vortex-based fighters.
- Footsie-based fighters are effective against: grapplers and turtles.
- Vortex-based fighters are effective against: turtles and zoners.

Of course, this won't apply to every specific character matchup (as there are almost 1000 possible matchups), but it provides insight on why certain characters have a hard time dealing with another. For example, zoners have an easier time keeping grapplers at bay because most grapplers don't have an easy counter-strategy against projectiles. So if your main character is Zangief, you may want to learn a character that excels at beating your bad matchups. A good alternate character for Zangief would be either Rufus or Yun as they have access to tools that deal with most of Zangief's bad matchups.

Usually, competitive play (such as a tournament) will consist of sets played as a best of three games. Additionally, tournament rules are usually not character-locked; most tournament-standard rules state that if you lose the first game, you're allowed to switch to another character. You can use this to your advantage in a few ways, provided you're adept at playing your secondary counter character. So if Zangief is your main character and you lose the first game in a bad matchup, such as Dhalsim, you can opt to select Yun the next game while your opponent has to stick with Dhalsim. This will give you the best odds in advancing further in the bracket, unless of course, your opponent has a counter character to your counter character.

This kind of tactic can turn out a few ways and it helps if you know what characters your opponent is limited to. This is another reason why the metagame is important in competitive *Street Fighter*. Taking the above example, if you're sure your opponent is only proficient with Dhalsim, you could just go ahead and pick Yun the first game to almost ensure victory, as Yun is extremely dominant in the matchup (given players of equal skill).

However, be aware that just because you're picking your secondary character (that you might not be that confident with), it won't help much if you don't have experience in the matchup. The opponent, who only plays Dhalsim, may have a good idea on how to approach the unfavorable matchup.

In situations which both you and your opponent have secondary characters capable of countering your primary characters, you can request for what's called "blind pick." (Because at the character select screen, both players can see what character the other player is going to select.) To remedy this, you and your opponent will secretly tell a third party the character you're going to play for the first game so that you're both locked in to a character without knowing the other player's choice. Winning the first match in these cases is extremely important because your opponent will be forced to counter you in the second game, and if you lose, you can counter their secondary character the third game.

Ultimately, it all boils down to how practiced you are in specific matchups. Many of the world's best players win tournaments with only a single character because of how much practice they have in playing against a bad matchup. You can go this route if you can find a wide variety of characters to practice against. Otherwise, you can strategize your tournament play by learning and practicing how to defeat a problematic character with your secondary character. Depending on how bad the matchup is, this could prove much more fruitful than playing into an almost hopeless matchup.

MID-RANGE

The distance where characters are in range of each other's pokes and jump-ins, but not quite in range of throws. See Position.

MID ATTACKS

Unofficial term referring to moves that can be blocked high or low, but cannot be avoided by crouching. See Blocking.

MIDSCREEN

The center of the playing field, away from corners. See Position.

MIX-UP

A confusing tactic or setup designed to trick the target's defensive reactions. Usually works by making them worry about opposing options. Elemental examples include strike versus throw, blocking standing against overheads versus crouching against lows, and blocking normally against frontal jump-ins versus reversed against cross-ups.

MOVEMENT

There are several ways to get around in *Street Fighter*, each with different offensive and defensive properties.

WALKING FORWARD

Walking is the most basic form of movement. You can walk toward the opponent to gain ground or walk away from the opponent to retreat. Characters who walk faster than others have an advantage here, and characters with poor walk speed often must rely on other methods to reposition.

One important characteristic of walking that separates it from all other locomotion is that it is not a "hardened" state. You can still perform any other action while walking. If you sense you need to block low suddenly while walking forward, you simply have to go from ← to ↙. You can't do the same thing while dashing, jumping, or using specials to move around. So, although walking isn't as sudden or edgy as dashing, and although it doesn't obviously lead to big damage like jump-ins and cross-ups, it's the safest way to advance on your foe.

Advancing on your opponent by walking forward puts you in range of your own pokes, jump-ins, and cross-ups. If this opponent reacts by backing up themselves, good for you—they'll back themselves into the corner eventually, and cornering an opponent provides a huge positional advantage.

Although walking forward is the simplest way to gain ground, it's also the hardest to master. Walking forward means temporarily leaving any kind of blocking refuge, so it requires you to have a sense of when the opponent *won't* stick out attacks. An important aspect of footsies is walking forward when you're inside your opponent's attack range but sense they won't actually attack. When your opponent is conditioned to be scared of other things you might do, you can sometimes just walk right up to them.





Walking forward is a bold action. If your character has fast walk speed, abuse this by walking forward and poking with the tips of fast normals.

WALKING FORWARD

CHARACTER	FORWARD WALK DISTANCE (PER FRAME)
Akuma	0.055
Cammy	0.055
Chun Li	0.055
Decapre	0.055
Dee Jay	0.055
Gen (Crane)	0.055
M. Bison	0.055
Vega	0.055
Adon	0.05
Balrog	0.05
Blanka	0.05
C. Viper	0.05
Dudley	0.05
Evil Ryu	0.05
Guile	0.05
Sakura	0.05
Yun	0.05
Guy	0.0495
El Fuerte	0.048
Yang	0.047
Ken	0.046
E. Honda	0.045
Elena	0.045
Fei Long	0.045
Gen (Mantis)	0.045
Gouken	0.045
Ibuki	0.045
Rose	0.045
Rufus	0.045
Ryu	0.045
Cody	0.0425
Dan	0.04
Oni	0.04
Poison	0.04
Abel	0.035
Juri	0.035
Rolento	0.035
Zangief	0.035
T. Hawk	0.0341
Hakan	0.03
Dhalsim	0.025
Seth	0.025
Sagat	0.024
Hugo	0.022
Makoto	0.02

WALKING BACKWARD

The command for walking backwards happens to match the command for standing block. If the opponent has no attack onscreen, ← results in backwards walking. If the opponent has an attack onscreen within about half the screen's length, a standing block animation will result. This is called proximity blocking. Charge characters walking backwards also happen to be storing a charge for their special moves. When a charge character is walking backwards (or when they're simply crouching, likely sitting on down-back), you must consider them "primed" for their specials and act accordingly.





Using a character with fast walk speed, shuffle in and out of your opponent's poke range to get them to whiff attacks.

WALKING BACKWARD

CHARACTER	BACKWARD WALK DISTANCE (PER FRAME)
Vega	0.05
Blanka	0.045
Cammy	0.045
Chun Li	0.045
Decapre	0.045
Gen (Crane)	0.045
El Fuerte	0.043
Akuma	0.04
Balrog	0.04
Dee Jay	0.04
Dudley	0.04
Evil Ryu	0.04
Guile	0.04
M. Bison	0.04
Oni	0.04
Yang	0.04
Guy	0.0385
Elena	0.03825
Adon	0.035
C. Viper	0.035
Rose	0.035
Sakura	0.035
Yun	0.035
Ken	0.0345
Ibuki	0.03125
Abel	0.03
Dan	0.03
E. Honda	0.03
Fei Long	0.03
Gen (Mantis)	0.03
Gouken	0.03
Hakan	0.03
Juri	0.03
Poison	0.03
Rolento	0.03
Rufus	0.03
Ryu	0.03
T. Hawk	0.03
Zangief	0.03
Cody	0.024
Dhalsim	0.02
Sagat	0.02
Seth	0.02
Hugo	0.018
Makoto	0.015

DASHING

A quick forward movement executed by tapping →, →. The forward taps must be within 9 frames of each other. Dashing is faster across a short distance than just walking, but dashes have no special properties aside from quick forward movement. (This contrasts backdashes, which feature a brief period of invulnerability followed by a brief airborne period.)

Characters cannot block while dashing, nor can they perform any other actions until the dash ends—dashing is a "hardened" state. Dashing forward is, naturally, an extremely aggressive action, especially within attack range; its very audacity means that when you sense a passive opponent it can pay off to dash in suddenly then go for an immediate point-blank throw, hit confirm, or Shoryuken-like special into FADC.



Dashes are a special movement forward, and a component of Focus Attack dash cancels. Focus Attacks can be canceled into dash either while charging, or on hit or block. Many tactics involve canceling special moves with FADC.



Focus absorbing an attack then immediately dashing forward can function as a quasi-parry.

DASH DURATION

CHARACTER	DASH DURATION (TOTAL FRAMES)
Chun Li	15
Abel	16
El Fuerte	16
Gouken	16
Makoto	16
Elena	17
Fei Long	17
M. Bison	17
Poison	17
Akuma	18
Balrog	18
Cammy	18
Cody	18
Decapre	18
Evil Ryu	18
Guy	18
Hakan	18
Ibuki	18
Ken	18
Oni	18
Rolento	18
Ryu	18
Sagat	18
Sakura	18
Seth	18
Yang	18
Yun	18
Adon	19
C. Viper	19
Dan	19
Dee Jay	19
Dudley	19
E. Honda	19
Gen	19
Guile	19
Juri	19
Rose	19
Blanka	20
Rufus	20
Vega	20
Hugo	21
T. Hawk	23
Zangief	26
Dhalsim	32

DASH DISTANCE

CHARACTER	DASH TRAVEL DISTANCE
Dhalsim	1.801
Makoto	1.78
Ibuki	1.70244
Rose	1.6642
M. Bison	1.59771
Yun	1.54496
Blanka	1.52
Adon	1.49668
Gen	1.49129
Yang	1.45475
Elena	1.45182
Decapre	1.4367
Cammy	1.43629
Abel	1.42
Dan	1.41956
Juri	1.41335
Dudley	1.3574
Seth	1.35
Vega	1.34232
Rolento	1.33081
Evil Ryu	1.3241
Guile	1.32
Hakan (oiled)	1.315
Balrog	1.3
C. Viper	1.3
Oni	1.27216
Guy	1.2
Hugo	1.16818
Dee Jay	1.15
Fei Long	1.15
Rufus	1.14829
Poison	1.14695
Sagat	1.1047
El Fuerte	1.1
Ken	1.1
Ryu	1.1
Cody	1.0992
Gouken	1.09095
Chun Li	1.0844
Sakura	1.05385
Hakan (dry)	1.05
Akuma	1
T. Hawk	0.95193
Zangief	0.88714
E. Honda	0.8

BACKDASH

An evasive backwards maneuver executed by tapping ←, ←. As with dashes, the taps must be within 9 frames. Backdashing moves a fighter backwards quickly, faster than walking back across a short distance. The first 8 frames of a backdash are completely invulnerable (though, for Dudley and El Fuerte, the invulnerable period is 7 frames, and for Hugo, it's 9). The next set of frames are vulnerable, but airborne; ground throws will still miss, but other moves may hit, though they will cause awkward airborne hitstun instead of a grounded reeling state.



Backdashes have invulnerable startup!

The defensive properties of backdashing are extremely important. There are many situations in which the escape is to backdash. Backdashes can be used to escape blockstring pressure, ticks into throws/command throws, and attacks/throws/Focus Attacks against your wakeup, among other examples. It can be counter-intuitive to learn at first, but getting used to backdashing out of certain situations (as well as blocking and teching throws effectively, of course) will greatly increase your survivability.





Backdashes can be punished with delayed, far-reaching attacks, whether done through reaction or option selected.

Of course, strong opponents will expect backdashes as an evasive tool, and will sometimes delay their attack, waiting for a backdash to punish. (Some option select tactics are also used to catch backdashes when an initial assault is avoided.)

BACKDASH

CHARACTER	BACKDASH FRAMES BREAKDOWN	BACKDASH DURATION (TOTAL FRAMES)
El Fuerte	7 invincible, 5 airborne, 7 recovery	19
Adon	8 invincible, 7 airborne, 7 recovery	22
Cammy	6 invincible, 11 airborne, 5 recovery	22
Chun Li	8 invincible, 10 airborne, 4 recovery	22
Decapre	6 invincible, 11 airborne, 5 recovery	22
Elena	8 invincible, 10 airborne, 4 recovery	22
Poison	8 invincible, 10 airborne, 4 recovery	22
Rose	8 invincible, 10 airborne, 4 recovery	22
Vega	8 invincible, 10 airborne, 4 recovery	22
Balrog	8 invincible, 9 airborne, 7 recovery	24
Abel	8 invincible, 10 airborne, 7 recovery	25
Akuma	8 invincible, 10 airborne, 7 recovery	25
Dudley	7 invincible, 11 airborne, 7 recovery	25
Gouken	8 invincible, 8 airborne, 9 recovery	25
Seth	8 invincible, 7 airborne, 10 recovery	25
Blanka	8 invincible, 11 airborne, 7 recovery	26
Dan	8 invincible, 16 airborne, 2 recovery	26
Fei Long	8 invincible, 13 airborne, 5 recovery	26
Guile	8 invincible, 11 airborne, 7 recovery	26
Guy	8 invincible, 8 airborne, 10 recovery	26
M. Bison	8 invincible, 9 airborne, 9 recovery	26
Sakura	8 invincible, 10 airborne, 8 recovery	26
T. Hawk	8 invincible, 11 airborne, 7 recovery	26
Zangief	8 invincible, 8 airborne, 10 recovery	26
C. Viper	8 invincible, 8 airborne, 11 recovery	27
Cody	8 invincible, 6 airborne, 13 recovery	27
Dee Jay	8 invincible, 8 airborne, 11 recovery	27
E. Honda	8 invincible, 10 airborne, 9 recovery	27
Gen	8 invincible, 15 airborne, 4 recovery	27
Hakan	8 invincible, 15 airborne, 4 recovery	27
Juri	8 invincible, 10 airborne, 9 recovery	27
Ken	8 invincible, 10 airborne, 9 recovery	27
Makoto	8 invincible, 5 airborne, 14 recovery	27
Oni	8 invincible, 11 airborne, 8 recovery	27
Rolento	8 invincible, 10 airborne, 9 recovery	27
Ryu	8 invincible, 10 airborne, 9 recovery	27
Yang	8 invincible, 14 airborne, 5 recovery	27
Yun	8 invincible, 14 airborne, 5 recovery	27
Evil Ryu	8 invincible, 9 airborne, 11 recovery	28
Ibuki	8 invincible, 15 airborne, 5 recovery	28
Rufus	8 invincible, 17 airborne, 3 recovery	28
Dhalsim	8 invincible, 10 airborne, 11 recovery	29
Sagat	8 invincible, 15 airborne, 6 recovery	29
Hugo	9 invincible, 17 airborne, 4 recovery	30

BACKDASH DISTANCE

CHARACTER	BACKDASH TRAVEL DISTANCE
Ibuki	1.575
Hakan (oiled)	1.49
Yang	1.4527
Dhalsim	1.437
Yun	1.4327
Cammy	1.4
Dan	1.4
Decapre	1.4
Gen	1.38324
Elena	1.34558
Makoto	1.32224
Chun Li	1.3
Seth	1.3
Poison	1.26253
Blanka	1.25
C. Viper	1.25
Fei Long	1.25
Rose	1.23492
Balrog	1.2
Evil Ryu	1.2
Guy	1.2
Juri	1.2
Vega	1.2
Dudley	1.1426
Hugo	1.03966
M. Bison	1
Sagat	0.98341
Guile	0.98
Sakura	0.95
Rufus	0.94841
Akuma	0.9
Dee Jay	0.9
E. Honda	0.9
Oni	0.9
Cody	0.85462
Rolento	0.82328
Gouken	0.8
T. Hawk	0.8
Zangief	0.8
El Fuerte	0.76851
Ryu	0.76729
Abel	0.75
Adon	0.75
Ken	0.75
Hakan (dry)	0.65

JUMP

A leap that can be directed upward for a vertical or "neutral" jump, backwards for a retreating jump, or forward for an aggressive engagement tool from the sky. Upon inputting an upward direction for a jump, your character will need to go through pre-jump frames before they actually leave the ground. With the exception of Poison, these pre-jump frames can be canceled into other actions, which occasionally interesting results, though usually this is just a leniency feature.

While jumping, characters cannot block. Jumping characters also cannot tech throws. Upon landing, there are 4 frames of landing recovery, which may be canceled early depending on whether you refrained from attacking while jumping, retaining tripguard. A jump performed without an attack is called an empty jump.

JUMP DURATION

CHARACTER	JUMP DURATION (IN FRAMES)
Adon	34
Blanka	34
Yang	34 (36 diagonal)
Yun	34 (36 diagonal)
Gen (Mantis)	35
Hugo	35
Juri	35
Vega	35
Abel	36
Akuma	36
Balrog	36
C. Viper	36
Cammy	36
Dan	36
Decapre	36
Dudley	36
Evil Ryu	36
Fei Long	36
Gen (Crane)	36
Gouken	36
Guile	36
Ken	36
Makoto	36
Rolento	36
Ryu	36
Sagat	36
Sakura	36
Seth	36
Dee Jay	37
E. Honda	37
Hakan	37
Oni	37
Zangief	37
Cody	38
El Fuerte	39
Ibuki	39
Poison	39
Rose	39
M. Bison	40
T. Hawk	40
Chun Li	41
Elena	43
Guy	44
Rufus	44
Dhalsim	56

PRE-JUMP FRAMES

CHARACTER	PRE-JUMP FRAMES
Dhalsim	3
Almost everyone	4
Hakan	5 vertical/back jump, 4 forward jump
T. Hawk	6
Zangief	6
Hugo	8

JUMP DISTANCE

CHARACTER	DIAGONAL JUMP TRAVEL DISTANCE
Gen (Crane)	2.8
Guy	2.73001
Rufus	2.73001
Yang	2.345
M. Bison	2.34
Gen (Mantis)	2.29
Ibuki	2.28
Seth	2.27499
Abel	2.27244
Balrog	2.25
Dhalsim	2.2
El Fuerte	2.09
Poison	2.09
Elena	2.05
Chun Li	2
Dee Jay	1.98
E. Honda	1.98
Oni	1.98
Yun	1.974
Cammy	1.925
Dan	1.925
Decapre	1.925
Evil Ryu	1.925
Gouken	1.925
Ken	1.925
Makoto	1.925
Ryu	1.925
Sagat	1.925
Akuma	1.92499
Rolento	1.92499
Sakura	1.92499
Fei Long	1.866
T. Hawk	1.81054
Cody	1.76687
Blanka	1.75
C. Viper	1.75
Guile	1.75
Rose	1.73001
Juri	1.7
Vega	1.7
Adon	1.65
Hakan	1.62
Dudley	1.575
Zangief	1.53783
Hugo	1.36

NEAR OPPONENT

The distance flush against the enemy, where close standing moves will register.

NECK KICK

An old-school term for cross-up, like top-down for overhead.

NEGATIVE EDGE

Refers to using the release of buttons to activate special moves. With a shoto, holding HP, performing ↓↘→, then releasing HP will result in HP Hadoken, for example. This can sometimes be helpful or hindering for move execution, so be conscious of errant button releases. In general, you'll want to tap individual button presses as briefly as possible, avoiding accidental negative edge on actions right after. When pressing multiple buttons at once, like for EX moves and Ultras, you actually will want to press and hold all the buttons briefly, rather than tapping and releasing as soon as possible; going for multiple presses but accidentally releasing one of the buttons just a few frames early is a common reason why players go for EX moves and get normal ones, or go for Ultras and get EX moves.

NEUTRAL

With regards to footsies and movement, refers to a situation where both characters are even, with neither having a positional or frame advantage. For command inputs, neutral refers to the stick or D-pad at rest in the center position. For movement, neutral jumps refer to vertical jumps, which don't give up any ground.

NORMAL MOVES

Attacks executed simply with the press of one of the six attack buttons. There are three punches and three kicks, one of each for light, medium, and heavy strength. Normals form the backbone of your attack. They're the easiest, fastest, and most reliable way to begin poking, checking, and anti-airing the opposition. Attacks are generally just called light punch, medium kick, heavy punch, etc. But you'll sometimes still hear the old *Street Fighter II* strength names:

LP	Jab
MP	Strong
HP	Fierce
LK	Short
MK	Forward
HK	Roundhouse

Just because normals are simple to execute with just a button press doesn't mean there aren't advanced ways to use them. See Plinking under Combos.

NORMAL THROWS

Normal throws can be performed either forward or backwards for front throw or back throw. One direction or the other may be beneficial, depending on reasons both obvious (Gouken's back throw creates a juggle opportunity, for example) and non-obvious (one throw might allow for a better safe jump setup). Many safe jumps depend on particular timing following either front or back throw. Some characters have one throw that leaves the opponent close, while the other throw deposits the victim all the way across the screen. You may opt for front or back throw to get the opponent into a corner, or to keep them there. And some characters have one throw that just plain does more damage or stun.





Throws are escaped with LP + LK, the same command used to initiate them, both light attack buttons together. Crouch teching is an option select that combines a throw escape with a crouching poke; Focus teching combines a Focus (or Red Focus) charge command with a throw escape. If someone attempts to escape a throw by simply inputting the throw command too, instead of a crouch/Focus tech command, it's referred to as a standing throw tech, and will result in a whiffed throw if an enemy isn't actually nearby. The window to break throws is 12 frames long. It actually begins 2 frames before your opponent even starts their throw, and extends till 7 frames after their throw has made first contact. That's why it's possible to tech early, with standing techs or preemptive throws of your own, but also quite late, with late reaction techs or with delayed crouch tech option selects.

Throws are generally active for two frames, so you may hit with a meaty throw in certain situations where the first active grabbing frame whiffs. Opposing characters continue to be unthrowable for 2 frames after leaving certain unthrowable states (air recovery, wakeup, and the end of hitstun/blockstun), which are exactly the kinds of places when a meaty throw might be good, so intentionally trying to use throws as meaty attacks tends to not work that well. The extra grab frame is really just to help the throw hit, but not to allow for abnormal hit timing.

OKIZEME

A Japanese term referring to the mix-up game against an opponent rising from a knockdown. See Wakeup.

ON BLOCK / ON HIT

Quantifies the advantage/disadvantage created on contact. See Frame Data.

OPTION SELECT (OS)

An option select involves combining inputs or performing sequences in such a way that, depending on the situation, you receive the best outcome from several. The most basic is called crouch tech, and there are several other types of option selects. Using option selects may seem hard at first, mostly because this involves using lots of extra, often-useless inputs. But, once upon a time, a mere Shoryuken motion seemed exacting to basically the entire gaming audience. Once you've thrown enough Hadokens, you don't need to think about the command anymore, and these tactics are the same.

BUFFERED POKES

This involves intentionally whiffing cancelable normal moves just outside of the enemy's attack range, while performing the commands for certain specials or Supers. You have to perform the follow-up command very quickly, so you don't risk simply producing the special/Super after the initial normal move recovers. The intent is to preemptively snuff the opponent's pokes or dashes. If they don't do anything, you simply whiff a normal, but if they stick something out or dash in, your normal connects and cancels into your next input. Using this well can sometimes make you look psychic (like if the opponent dashes into your "psychic" low forward into Super), but it really just involves good spacing (it would be stupid to use this tactic when you're still close enough to make them block, for example). There's no decision-making involved.

Naturally, you'll want to use good pokes that have good priority and don't put your character at too much risk when buffering. Ideal examples include Cammy's crouching MK ▷ HK Spiral Arrow and Dudley's standing HK ▷ EX Machinegun Blow, among many others.

Some characters have normals that are only Super-cancelable, like Balrog's standing MK. The principle works exactly the same, here; you simply can't buffer special commands, only a Super Combo will work.

CROUCH TECH

Accomplished by inputting CR.LP + LK whenever what you actually want is a CR.LK. Because of how input priority works, pressing both light attacks while crouching produces crouching LK. But if the opponent just began a normal throw, your LP + LK press will register instead as a throw escape. You'll break the throw, without having to react at all, just because you used this trick.

This is especially useful for characters who can chain crouching LK, and who have reliable combos and blockstrings that begin with crouching LK. Crouching LK tends to be a quick, low-striking move that's great for ticking the opponent, and for checking their walking and dashing movement—if they're moving, they're not crouch-blocking. In close-range situations, where your opponent's intent can be unclear, you'll often want to poke with crouching LK anyway, so there's no reason not to build this trick into your game. You'll inevitably break throws that you wouldn't have otherwise, and you'll have another defensive tool to fall back on.

There are two ways that crouch tech fails. The first is that you press CR.LP + LK too early. If your character's crouching LK is already starting up when the throw hits, you won't be able to break the throw, even if you press the inputs again—throws against characters who are already busy performing an action cannot be escaped. You can correct for this by trying to crouch tech late whenever you suspect an incoming throw. Just delay the crouch tech input ever so slightly.

The second way that crouch tech fails is against tight frame traps. The opponent, suspecting your intent to crouch tech their throw attempts and close-range movement, may use up-close setups designed specifically to allow you just enough time to squeeze out crouching LK, but not enough time for your crouching LK to actually hit anything. Instead, the light kick will get counter hit during startup frames, and you may end up eating a nasty counter-hit combo as punishment for abusing your all-purpose crouching LK. You can correct for this by being a little more cautious about using throw techs. If the opponent reads that you're going to mash on CR.LP + LK every time they get near, they can plan for that and go counter-hit fishing. Using throw tech a little late, as with the earlier tip, can also help; frame trap setups usually blow up players who are a little overeager to stick out crouching LK, whether it's to take back momentum or break throw attempts. But frame traps don't usually leave big enough gaps for you to actively delay your crouch tech attempt. And, of course, the opponent may read even this delay, and then slightly delay their counter hit setup too, but if they're doing that then their blockstrings and frame traps aren't airtight anymore.

If you're sure a frame trap is coming, and your character has a good reversal move, you can forgo looking for crouch tech chances and just blow through the opponent's setup during the gap.

The standard crouch tech also can fail against quick dive kick-capable characters, and against abnormal grounded moves that are considered briefly airborne. Crouching LK isn't the best failsafe if what you're worried about is Rufus, Cammy, Yun, or Yang either throwing you or jumping and doing a fast dive kick (whereas against most characters you're worried typically about the mix-up between throws and pokes/combo starters). Against these characters, you can correct for this by performing a three-button crouch tech. You're still going to perform CR.LP + LK, but now you're also going to press the button for whichever higher-strength input produces the best crouching anti-air. Crouch tech, as the name implies, must be done only with crouching attacks, as standing and pressing light attacks simply results in normal throw.

FOCUS TECH

Another option select tech, but distinct from crouch teching. Here, while standing, you press the lights and mediums together, all four buttons. If the opponent just started to throw you, you'll escape it. Otherwise, you'll initiate Focus charge. As normal, you'll have to hold MP + MK after the initial input to charge Focus (or dash/backdash to cancel) as desired. This can be a very useful trick to escape close-range situations. If your opponent throws right away, you'll break it. But if they poke instead, the Focus Attack's armor period will absorb the hit. Here, depending on the matchup, you may be able to release Focus to hit them cleanly, or you may be able to Focus dash forward and turn the tables with a throw or combo of your own. Or your best bet may be to backdash, using the Focus absorption to escape blockstun and get away.

If you choose no personal action when you pick your character, HP + HK will be an inactive input. This means that, if you have the three-press shortcut buttons assigned, you'll be able to press P P P + K K K to produce Focus tech with only two buttons, which is naturally far less prone to error and fatigue than hitting four buttons simultaneously. Depending on your character choice (well, Dan… and your desire to enrage your online foes with taunts), giving up personal actions may not be worth the trade.

New to *USFIV*, this command will result in a Red Focus if you have two or more bars of meter. This might dissuade you from using Focus tech when your meter would be more efficient elsewhere, but an escape is an escape if it's down to it, and for some characters this is the safest, most multifaceted option they have.

ANTI-BACKDASH OPTION SELECT

Backdashes aren't just movement tools. They're vital elements of defense. The first 4 frames of a backdash are totally invulnerable, and the next 8 frames are airborne. This makes a backdash almost like a very brief backwards roll, a quick pressure release valve. With good timing, you can backdash to escape a poke, an incoming regular throw, an Ultra grab, a fully-charged Focus Attack, a big reversal Shoryuken, and so on. The intent of anti-backdash option selects is then to punish your opponents who rely on backdashes to get out of trouble. The simplest example is to install an option select sweep into your close-range hit-confirms. Many characters can begin blockstrings and combos with chained crouching light attacks, like CR.LK ▷ CR.LP and CR.LP x2. During the second hit of these sequences, input the jab with CR.LP + HK. If the chained light attacks contact the opponent, whether on block or hit, you'll get the light attacks you expect, and you can proceed as the situation dictates. If the opponent avoids the opening light attack with a backdash, though, something different will happen: your character will whiff the light attack, then sweep the backdashing foe. Since there's no chain combo to cancel into on whiff, and since there's no hitstop to freeze the action, your CR.LP + HK input occurs after recovery and is interpreted as a sweep. The backdash's invulnerable and airborne periods will expire by then, and likely not out of range of the sweep (though some characters have backdashes that avoid this kind of option select, like Chun-Li, Ibuki, and Rose). Note that this doesn't work for linked attacks, but only chained ones. That's because CR.LP + HK produces a sweep, under normal circumstances. It only produces another LP in a chain because that's the only thing you can chain into then; you can't chain into a sweep. During link combos, your character has recovered already, and the HK input takes priority again.





This can be combined with crouch tech. An input of CR.LP + LK ▷ CR.LP + HK will break an early throw, hit-check with crouching LK chained to crouching LP, and snag an early backdasher with a sweep after one whiffed crouching LK. With characters like Guy and Balrog, who can chain crouching LP but not crouching LK, you cannot combine crouch teching with anti-backdash OS, but you can use anti-backdash OS off an opener of chained crouching LP x2. Input the first crouching LP as normal, and the second one as CR.LP + HK. If the opponent backdashes away from the first jab, the second jab will become a sweep and trip them.

There are other ways to option select in the same situation besides using sweep. With Yun, you can poke with a crouching light attack, immediately input ↺ + LP, then input crouching LP. On hit or guard, you'll simply get a chain combo, but if they backdash away from the first light attack, Yun's LP Rush Punch will catch them.

ANTI-ESCAPE OPTION SELECT

Characters like Seth, Akuma, Dhalsim, and M. Bison have a sort of get-out-of-jail-free card during wakeup situations because of their teleports. Other characters have special moves that, while they aren't expressly teleports, they accomplish the same objective of getting out of Dodge in a hurry. Depending on your character, you can install option selects in your offense that will catch these escape attempts. For example, with a shoto character, you can jump in with jumping HP, *immediately* input ↺ + HK before landing, then land and begin whatever inputs you'd planned for anyway. If jumping HP hits or is blocked, your ground sequence will simply proceed as normal. If jumping HP misses, you'll land and immediately perform HK Tatsumaki Senpukyaku. Jump-in HP may miss because they backdash/Focus backdash away from it, or because they use an escape-oriented special. Depending on their escape method, the Tatsumaki will catch them.

Depending on your character, you may have lots of potential tactics to apply here. For example, Cammy players might option select in this type of situation with either Spiral Arrow or even Ultra I.

Defensive players may anticipate this kind of option select and opt to teleport/escape *toward* your side of the screen rather than away from it. This may cause your option-selected special/Super to whiff in the wrong direction. The catch here is that, if you read their intent to thwart option selects by teleporting/escaping toward your side, you can just forgo using this trick during that jump-in, readying yourself to punish them hard if they do teleport to your side. This situation requires hard reads on both your parts, if you opt to take it down the anti-escape OS rabbit hole.

OVERHEAD

A high-hitting attack that must be blocked standing. See Blocking.

PERFECT

A round won without taking any damage. The vitality bar remains yellow.

PERSONAL ACTION

A taunting move executed with HP + HK. The taunts of a few characters actually have weak striking properties, but most personal actions are for show only. New to *USFIV*, Dan's regular taunt (not just his special taunts) builds Super Gauge. For everyone else, it's an appeal/riling tactic.

PLINK

An execution technique that makes link combos more consistent. Performed by starting with the desired button, then drumming a button with lower input priority on the very next frame. See Input Priority and Plink under Combos.

POKE

A move stuck out during mid-range footsies, or at close range. Can have several purposes: to hit-check the opponent, to control space, to provoke the enemy to react, to fish for counter hits, and to whiff punish recovery if the opponent whiffs anything laggy. Pokes can be intentionally whiffed while buffered into specials/Supers as an anti-movement option select. The most poke-centric characters are mid-range monsters like Balrog, Elena, and Vega. These types of characters have the tools both to check enemy guard from far away and to whiff punish the opponent's pokes, which is not a game that every character wants to enter into.

POSITION

The *Street Fighter* series has always been defined by its special moves—the array of extravagant techniques providing its characters with unique ways of attacking. The most important variant of these techniques, and the one that's the least attributed to martial arts in the real world, is the projectile (or as most players affectionately call them, fireballs). Projectiles allow users to attack from great distances, setting the tone for the way combat in *Street Fighter* evolved. Characters like Zangief, whose only wish is to throw you, needed to bypass a flurry of shots before he could do that. Vega wanted to get in range to slash you with his claw, but to do that he had to jump around countless fiery bolts. Even today, the newest take on *Street Fighter* hasn't changed that aspect of its design, and it's even improved upon it.

CLOSE, MID, AND LONG RANGE

USFIV's characters strike from a variety of distances at varying angles, which presents complications when trying to define their playing styles. To establish a visual notion of where certain strategies are enacted, throughout the book we will constantly reference positioning via lingo. There are three positions that reference your distance from the opposing character: close, mid, and long range.



Close is defined as being directly next to the enemy, or within range for both throws and short-ranged attacks. There's some leeway with this definition, since some characters' best close-range tools aren't in range for throws.



Mid-range is defined as being about 3 character lengths away from the opponent, just outside of range of their longest-reaching normal move. This isn't an accurate description in Dhalsim's or Seth's case (they're the exceptions to the rule), so for the sake of finding a precise example, think of it as being just outside of range of Ryu's crouching MK.

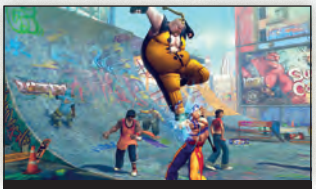


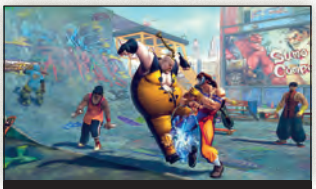
Long range is typically defined as being well outside of range of an enemy's normal moves, being reachable only by unique means (like special moves that travel forward, or projectiles). Again, Dhalsim and Seth are exceptions to the rule, as they have long-reaching normal moves that they can do from great distances.

CORNER AND MID-SCREEN

A second type of positioning that's talked about frequently is based on your character's distance from the stage edge. A character with their back hugging the edge of a stage is considered to be in a "corner." If your character is directly at the center of a stage (a position noted in training mode with a thick, red line), you're "mid-screen." If you're at the opposite edge of the screen in relation to your opponent, this is referred to as "being a full screen away."

ALTITUDE


Early jump-in


Late jump-in

Height matters because of jumps, and thus jump altitude is frequently described in a rough manner. Saying the "apex" or "peak" of a jump is self-explanatory; this simply describes the maximum height of a character's jump, regardless of the direction it's done in. We may also say "while rising," which refers to a jump's early rise into the air, before it meets its apex. If we say "while falling," we mean the opposite, the period where a character passes the peak of their jump and begins to fall. In reference to attack timing during jumps, doing attacks "early" during a jump is a timing description for inputting an attack just after beginning to fall from a jump, while saying "late" refers to performing the attack near the end of a jump's descent. We may say "early" when referring to using jump attacks as air-to-air strikes, in which case we just mean "initiate your attack well before the enemy does theirs."


Far jump-in


Deep jump-in

A common strategy when jumping at your enemy is to purposefully jump from a position where only the tip of a jump-in attack with especially long outward range meets the foe. This is a prominent example because if you decide to forgo the jump attack from this position, the enemy's anti-air attack may miss (due to your expected extended limb not being there). You'll see this distance-oriented example come up often in discussion.

CORNER

The left and right edges of the playing field. It's usually bad to be backed into a corner; you have no space to back into which makes it harder to avoid pokes and sweeps, foes can create extremely ambiguous cross-ups by seeming to jump into the corner but not, and combo potential increases near the corner for many characters. Conversely, cornering your foe and keeping them there is almost always a great plan.

PRIORITY

The likelihood that one attack will beat another. Influenced by a move's speed, trajectory, and actual striking area (its hitbox), as well as the attacker's vulnerable areas (their hurtbox). Also influenced by unusual properties, like being airborne, invulnerable, in a crouching state, immune to throws, etc.

PROJECTILE

An object thrown into the playing field. Creates a threat separate from the projectile-tossing character. Projectiles are essentially horizontal pokes with long or infinite range. (Some characters, like Sakura, Dhalsim, Oni, and Poison, have projectiles that dwindle and disappear eventually, while most projectiles will continue until they either strike something or leave the playing field.) Generally speaking, a projectile user can only have one projectile active onscreen at once. Projectiles are crucial for zoning, for baiting jumps and bad reactions, as lengthy pokes at close and mid-range, and as useful combo components. Foes facing a projectile user have to deal with it by blocking, by canceling out projectiles with their own, or by jumping over them. The armored period of a Focus Attack can also be useful for absorbing single-hit projectiles, which is a relatively safe way to build Revenge Gauge at long range.

PROXIMITY BLOCK

A game mechanic where holding ← or ↙ when only slightly out of range of the opponent's attack still causes your character to enter a blocking animation. This also prevents walking backwards out of mid-range if the opponent whiffs attacks. See Blocking.

PUNISH

To capitalize on an opponent's error. The most obvious examples are whiffed throws and reversal-type moves. Throws and moves like Shoryukens and Flash Kicks are so good that everyone naturally wants to use them often. When you read your opponent's intention to throw or "uppercut," you can simply step out of throw range or block, then reap a big opening when they whiff. Even beginners can quickly learn to at least throw in these situations, but eventually it's important to have good punish combos ready to go.

QCB

Shorthand for quarter circle back, a classic *Street Fighter* motion: ↙←. Originally fueled moves like Ryu and Ken's "Hurricane Kicks."

QCF

Shorthand for quarter circle forward: ↓↘. First used for Ryu and Ken's Hadoken, as well as Dhalsim's Yoga Fire.

QUICK STAND

Just as your character hits the turf from a soft knockdown, tap any direction or any two basic attack buttons to spring up with quick stand. (Also often called quick recovery, quick rise, or even just "teching" or tech rolling.) After the hard knockdown created by sweeps and throws, quick standing isn't possible. If you don't use quick standing, you're essentially turning your foe's soft knockdown into a free hard knockdown, which gives them time to set up whatever wakeup game they want. On the other hand, with the hard knockdown okizeme game muddied in *USFIV*, thanks to delayed wakeup, some opponents may opt to hunt your quick stand timing specifically.

READ

An estimation or prediction of what the opponent will do. Your ability to make solid reads depends on your knowledge (of your character, your opponent's character, and your opponent's particular style), your reactions, and your intuition. Feeling like you know what your opponent is going to do can be helpful to focus your attention. Every character has dozens of options available at any given time, but you should worry only about what your opponent is likely to do.

There's sometimes a thin line between a read and a guess—it's a read if it works, it's a guess if it doesn't—so try to determine in your own gameplay when you're sometimes doing a move just because "it's invincible" (or whatever reason), rather than because you specifically think that move will win at that moment. Everyone looks dumb whiffing a huge uppercut here and there, and you can't clam up or swear off risky plays entirely. But stay in the moment and don't go on autopilot and you'll find yourself more on the "good reads" end of the spectrum, rather than over in "bad guesses."

RECOVERY

The period of a move after startup and active frames. The move is no longer capable of hitting the opponent, and it now retracts as the recovery period plays out. Canceling a move (if it is cancelable) skips this period. See Frame Data.

RED FOCUS ATTACK

A new extension of *SFIV*'s Focus Attack mechanic. Red Focus Attacks have the same frame data and hitboxes as regular Focus Attacks, and they also charge to different levels the same. But, while Focus Attacks used as pokes are free, Red Focus pokes cost 2 bars of Super Gauge when used on their own. When you cancel into EX Red Focus from another attack (as with canceling into EX Focus, like with Shoryuken ▷ FADC), 3 bars of meter are expended, as opposed to 2 with regular EX Focus.







For these increased costs, Red Focus comes with several benefits. Red Focus does more damage than normal Focus Attacks, and it has more armor—for lv.1 or lv.2 Red Focus, the hyper armor can absorb any number of non-armor breaking attacks up until Red Focus charge is released; Red Focus Attacks short of maximum charge lose their armor in their striking motion. Fully-charged lv.3 Red Focus retains hyper armor all the way until it hits. Because of this, if you're going to use Red Focus as a footsie/poking tool, you should be ready to commit to a full charge, unless something happens to make you swing early (like you absorb an incoming strike that's cancelable, and you don't want to give your foe a chance to cancel into an armor-breaking special). In combos, lv.1 EX Red Focus is extremely costly, but opens up all sorts of new hit-confirms that are useful late in matches, where meter might be abundant but vitality is scarce.







When you cancel mid-combo into EX Red Focus and release the attack (rather than dash canceling out of the charging period, as is necessary in many FADC combos and tactics), any level will cause a crumple!

RESET

A combo broken on purpose, to try to set up another combo or throw. This is done to avoid the effects of damage scaling, which reduces damage per hit the more hits a combo has. Resets can also be useful to go for when you sense the opponent is close to being dizzied. Breaking a combo to sneak in a quick overhead that pushes their stun over the limit (as one example) can create a dizzy state with only one hit so far on the combo meter. Resets via ground cross-ups are also frequent where characters have moves that allow them to make the opponent air recover nearby.

REVENGE GAUGE

The circular gauge found in each bottom corner of the screen. Tracks each fighter's progress toward a usable Ultra Combo. The Revenge Gauge is built by absorbing damage. This can be permanent damage to vitality, or damage that is absorbed with the armored portion of a Focus Attack.

REVERSAL

Refers to two things, which are sometimes the same but not always:

(1) Using a special, Super, or Ultra on the very first frame after certain inactive periods (leaving blockstun or hitstun, waking up from a knockdown, and landing after air recovery). A "REVERSAL" notification will flash onscreen to confirm success, and your move will gain armor-breaking properties (if it didn't have them before). In the period right before you recover from block/hitstun, land from air recovery, or rise from a knockdown, you have a 5-frame window right before your first recovery frame where you can finish a special move command and it will buffer it forward to the first possible moment. This makes reversal timing pretty easy and consistent, and you shouldn't need any execution tricks like the old piano convolutions players put themselves through to hit the 1-frame reversal window in *SFII*. (Save those convolutions for mash moves, like Chun-Li's Lightning Legs.)

(2) Using a high-priority or invulnerable move that blasts through the opponent's offense. When used in this sense, it's a synonym for "counter attack," which is generally avoided because of potential confusing overlap with the all-important "counter hit." In comparison, the meaning of reversal is obvious in context; it often means both, and everyone uses the term both ways anyway.

RISKY

A tactic that hands the opponent a golden opportunity if it fails. Many invulnerable specials that make good reversals are also pretty risky to use for this purpose. Sure, they might knock an aggressive foe off you and turn the tables. But if the opponent reads your urge to take back initiative and they block, your whiffed special can become their harshest punish combo.

RUSHDOWN

Aggressive, forward-moving strategy. Generally, working to get inside to go for knockdowns, cross-ups, throws, combos, and close-range mix-ups.

SAFE

A move or tactic that doesn't hand the opponent advantage. With rare exceptions, hurling projectiles from full screen is generally safe. (Though don't say we didn't warn you about "with rare exceptions" when the opponent's Dudley is loaded with his Rolling Thunder Ultra.) Having crouching LP blocked is generally safe. Having a sweep (or other laggy move) blocked is almost never safe… though sometimes moves like this become safe if used from max range, despite having lots of frame disadvantage. Ryu poking with crouching MK canceled into Hadoken is generally safe, but that same sequence is quite risky for Ken.

SAFE JUMP

A jump timed to strike as late as possible against a foe rising from a knockdown. Ideally, the jump-in is blocked on the last possible frame of the jump-in and the first frame they rise. If the opponent tries a wakeup reversal, and if the safe jump is properly timed, the character who jumped in will already have landed and be resting in crouching block, and the reversal will probably just whiff. Proper safe jumps, like unblockable cross-ups, require immaculate timing, which players help accomplish by performing specific actions in situations that are always the same length, such as after throws. Thus, you'll read about lots of setups that ask you to whiff certain normal moves or dash or backdash with certain timing, before pressing your advantage on a floored foe. The delayed wakeup mechanic new to *USFIV* helps to mess with an aggressor's safe jump timing, just as it helps avoid unblockable setups engineered to target regular hard knockdown wakeup timing, but this just creates an additional layer to planning, since your target may or may not use delayed wakeup.

SHENANIGAN

See Gimmick. If you're unfamiliar with the opponent's character, everything can feel like this.

SHORTCUT

A method for performing a move or sequence that manages to omit portions of the command. This can make execution easier and more consistent, or simply different.

QCF AND DP SHORTCUTS

The advertised motion of QCF (and then the appropriate attack button) is not exactly accurate in *SFIV*. Here, the motion is actually any forward direction, any downward direction, then any forward direction again. Technically, D, DF, F can produce SRK. The most useful shortcut application is probably D, DF, F. When you're safely outside of their poke/footsie range and you expect your opponent to jump (or to do something else that's easily reversible), hold F and wait a moment. If they jump (or whatever), the only thing you need to do to produce your SRK-like move is to input DF, F and then the right button (usually your character's most invulnerable Shoryuken-style move). You don't have to start from F; you can use this trick to produce SRK out of a crouch from DF also. Producing SRK with only downward directions keeps your character from standing, even for imperceptible amounts of time, which prevents the reason why many late anti-air SRK-type moves fail: you might have the right idea, but your foe's jump-in smacks your character's face just before you get the SRK off. Performing it while ducking makes your character's hurtbox shorter and increases the distance your foe has to descend before they can hit you. These add up to giving you slightly more time to execute a safer SRK (or SRK substitute).

This trick is also useful in many combos where the official motion is awkward. For example, Ken, Ryu, and Sakura (among others) can each chain CR.LK ▷ CR.LP then link CR.HP and cancel to a special. By performing crouching HP as F + HP, all you'll have to pump to finish the cancel is DF, F + HP.

HCF AND HCB SHORTCUTS

Moves like Dhalsim's Yoga Flame, Rose's Soul Spark, and Oni's Rakan Dantojin all have official commands that are half-circle motions. The trick here is that you don't actually have to start these motions from F or B. You can start them from a defensive or offensive crouch. This mainly makes combos easier, like allowing Rose players to hold DF + HP for her crouching fierce, then simply perform HCB + P to cancel to Soul Spark (among many similar examples). It can be good for positioning, too, like allowing for Dhalsim players who anticipate a point-blank cross-up to hold F, then simply complete HCB + K K to execute EX Yoga Blast.

QCB SHORTCUTS

The circular QCB command has always been a little inexact, since you can start it from any position, whether walking forward or backwards, and given enough inputs around the circle, it can also finish at any position, too. It requires upward motions by definition, but this is okay because (a) the startup frames of a jump, while almost too quick to even perceive, allow built-in leeway for players to complete special moves that involve upward motions, and (b) accidental jumps can be further curbed by masking SPD inputs with actions that keep you grounded, like intentionally-whiffed light attacks or normal throws. The actual input the game is looking for isn't a circle at all, though. It's simply four different inputs from each of the cardinal (or inter-cardinal) directions. It doesn't matter what order they're in. To illustrate this, here are some legitimate commands to execute SPD-type moves: B, F, D, U, DF, F, D, DB, B, F, D, DF, DB, B, F, DF, D, and D, B, F, U. These aren't necessarily even feasible unless you're using certain custom controllers, but this is simply meant to illustrate what the game is looking for. It isn't really a circle, and it isn't really even 6 consecutive inputs along a circle as is sometimes claimed. It's just one input each from backward, downward, forward, and upward, repeated inputs don't count, and you can't make an input count for more than one direction (DF can only count as your backward or your downward input in a given SPD motion, but not both).

For most players, those playing on a regular controller or joystick, this mostly just helps explain why you can kind of seem to flub SPD motions and still get them. It also explains the OG trick of performing a half circle motion, then heading to up. For players on keyboards and custom controllers like the Hit Box, this can actually be used to a fairly large advantage: if you know SPD only really requires four inputs, and it's possible for you to hit only those inputs without having to travel along the edge of a D-pad's or joystick's inputs going from one to another, then what you have is a faster motion altogether.

MASH MOVE SHORTCUTS

Blanka, Chun-Li, Decapre, E. Honda, and Gen all have special moves that require rapidly pressing attacks for activation, often referred to as "mash attacks." To use a mash attack, you must hit 5 attack buttons within a small period of time; the 5th attack determines the strength of the mash attack. A good deal of technical dexterity is required to activate mash attacks whenever you want them; fortunately there are several different ways to accomplish this.

On a standard joystick, you can activate mash attacks by using one finger on each button and then sequentially hitting 5 buttons; this is generally called the "piano" method. To cancel standing/crouching LP into a heavy mash attack, you can do either LP~MP~HP~LP~HP or LP~HP~MP~LP~HP. For a medium version, simply substitute in MP as your final input. To piano a LP mash attack, input LP~MP~HP~MP~LP. Use a rolling wrist motion to help you while hitting buttons in either ascending or descending strengths. If you try to piano your punch buttons too quickly, you will hit the 5th input the very next frame after the 4th input, resulting in an accidental EX version because of the plink input; to avoid this, simply go a tad slower on the last two inputs. To intentionally activate an EX mash attack with the piano method, you can either intentionally plink two buttons together at the end, leave a slight pause before attempting to hit multiple buttons on the same frame for the final input, or take an exceptionally lazy approach and simply strum across the 3 buttons you want twice, strumming as quickly as you can without hitting the individual buttons on the same frame.

To cancel a kick into mash attacks requiring punches, simply press the desired kick button with your thumb then immediately attempt to piano the command as normal. If you attempt to press MK at the same time as the first punch, you may wind up accidentally getting a Focus Attack; again, you have more time than it seems for this complicated sequence, so there's no need to rush the inputs and make mistakes. It may help to consider the kick as a 6th input in a mashing sequence and attempt to keep the same rhythm you use when canceling LP into a mash attack.

Another common method of activating mash attacks is by sliding your fingers across buttons rapidly. This method is harder to implement if you are canceling standing/crouching LP into a medium or heavy version of a mash attack; it works much more reliably when you use a crouching kick with your thumb, then slide your forefinger from HP to MP to LP before doubling back through MP and finally activating your mash attack by sliding back to HP. Make sure you don't accidentally hit the button you end your slide on twice or you won't get the correct version of your special move. Starting a slide from LP while attempting the LP version of a mash attack works in the same manner except your slide goes the opposite direction from LP to HP and back to LP. The slide method is especially useful for Chun-Li's high damage crouching HP ▷ HK Hyakuretsukyaku loops; it is incredibly challenging to cancel the first hit of crouching HP into Hyakuretsukyaku with the piano method as you have to hit crouching HP then reposition your entire hand otherwise. The slide method has the added advantage of ensuring you leave one button before going on to the next, so accidentally getting an EX version is rather unlikely. Note that this method is much easier on convex buttons; not that there are many sticks constructed with them these days, but the slide method is more or less unworkable with concave buttons.

You have more limited options to activate mash attacks on a pad due to the spatial constraints; mash attacks are considerably easier to activate on a joystick where you can use 3 fingers to each individually hit 1 of 3 buttons, but it is certainly doable on a gamepad. With a standard pad and the default button configuration, roll with your thumb from LP to MP then hit HP with your forefinger. Then hit LP again with your thumb before hitting HP again with your forefinger.

When attempting to activate mash attacks, you will make your intended attack somewhat predictable if you always whiff an attack and allow your opponent an opportunity to score a counter hit. As you cannot go immediately into a mash attack, you can attempt to hide your inputs by buffering them behind a move used to move you forward such as a dash. Blanka can hide his electricity behind a Coward Crouch while E. Honda can kara cancel his Shikofumi (↖ + HK) into Hundred Hand Slap, both allowing for faster activation than whiffing a normal attack. A jumping attack or dash-in can be used to buffer all or a few inputs for a mash attack to become active once you reach the ground.

Most mash attacks allow for extensions if you hit 5 more buttons during the cancel window of the attack. As with ordinary mash commands, the 5th button pressed determines the strength of the extension. These moves are generally more lenient than the normal version of a mash attack and can be done simply by hitting the button you want many times quickly with one finger. Extensions are particularly important for Chun-Li and E. Honda as they give you tremendous frame advantage allowing you in some cases to link Ultra Combos afterwards. Dee Jay's Machinegun Upper, though not a mash attack on its own, has mashable extensions that operate in much the same fashion. Linking into a mash attack requires you to hit the 5th button during the link window; to attempt to plink attack activation, you can hit LK with your thumb just after you hit the final activation button that selects the mash move's version.

SHOTO

The class of "fireball/uppercut/hurricane kick"-centric Shotokan karate fighters. Definitely includes Ryu, Ken, Akuma, Evil Ryu, and Oni. Doesn't quite include Sakura, Gouken, and Sagat. Somewhat includes Seth, the Swiss Army knife of *SFIV*.

SOFT KNOCKDOWN

Knockdowns from which the victim can spring up quickly with quick standing. Distinct from hard knockdowns. See Wakeup.

SPD

Shorthand for Spinning Piledriver, Zangief's 360-degree motion special throw. Characters like Seth, E.Honda, and Hugo also have SPD-like moves.

SPECIAL MOVES

Moves executed by inputting a short command, or code, and finishing with a basic attack button. Usually just called "specials." The majority of special moves are executed using a handful of classic commands, most of which can be quickly recognized: QCF/QCB, HCF/HCB, DP, SPD, and so on. Execute specials with two basic attack buttons for EX special moves.

STANDING (ST.)

A character's most basic state. Normals will be the "standing" variant (as opposed to crouching, close standing/near opponent, or jumping). Standing characters can walk or dash, and standing block guards against highs and mids.

STARTUP

The first part of a move. Here the attack is winding up, approaching its actual striking, or "active," period. Moves that strike characters during startup result in counter hits, which generate extra damage and hitsun.

STUN

A hidden parameter that builds up over time as characters take repeated hits. Heavy attacks deal the most stun, while light attacks deal the least. Stun scales within combos just like damage does. If you stave off hits, blocked or not, for several seconds, stun damage taken will quickly diminish. If the stun threshold is exceeded, a character is stunned, or dizzied. They'll rise seeing stars, helpless until enough time elapses (or until the victim mashes furiously to escape quicker).

STUN

CHARACTER	STUN THRESHOLD
E. Honda	1100
Hakan	1100
Hugo	1100
T. Hawk	1100
Zangief	1100
Abel	1050
Chun Li	1050
Cody	1050
Fei Long	1050
Makoto	1050
Adon	1000
Balrog	1000
Dee Jay	1000
Dudley	1000
El Fuerte	1000
Gouken	1000
Ken	1000
Rose	1000
Ryu	1000
Sagat	1000
Sakura	1000
Blanka	950
C. Viper	950
Cammy	950
Decapre	950
Gen	950
Guy	950
Ibuki	950
Juri	950
M. Bison	950
Oni	950
Poison	950
Rolento	950
Rufus	950
Yang	950
Yun	950
Dan	900
Dhalsim	900
Elena	900
Evil Ryu	900
Guile	900
Seth	900
Vega	900
Akuma	850

SUPER CANCELABLE

A property held by many moves that determines whether they can be canceled into Super Combos and Focus Attacks. This includes Red Focus Attacks too. Except for Raging Demon characters and *Street Fighter III*'s twins (Yun and Yang), being Super- and Focus-cancelable is the same thing. Hence, when the data tables in this guide indicate a move is cancelable by Super, or "Su," this includes Focus canceling.

SUPER COMBO GAUGE

The meter located at the bottom of the screen. Separated into four bars, this gauge shows how much Super energy is available. The gauge is built up by striking the opponent, by getting hit by the opponent, and by whiffing special moves. (Whiffed normals do not build Super gauge.) Super gauge can be expended on EX specials, Super Combos, and EX Focus Attack/EX Red Focus Attack cancels.

MOVE	SUPER GAUGE EXPENDITURE
EX Special Move	1 bar
EX Focus Attack, Red Focus Attack	2 bars
EX Red Focus Attack	3 bars
Super Combo	4 bars (full gauge)

SUPER COMBO

A character's ultimate attack, barring Ultra. Super Combos require the entire Super Combo Gauge in order to execute. Most characters just have one Super Combo, but a few have more than one, thanks to variations on a theme (like Oni's grounded and airborne Raging Demon). When spending meter, you'll have to decide whether you want to save it for Supers, put it toward EX special moves, or use it for Focus canceling tactics.

SWEEP

A character's specific move, almost always executed with CR. HK, that knocks the opponent off their feet into a hard knockdown. An essential footsie tool.

TARGET COMBO

A type of chain combo that is specific to a particular character. Chain cancels usually involve only light attacks, but target combos allow chain cancels using specific heavier buttons. Examples include the target combos of Guy and Gen, Dudley's piles and piles of target combos, Oni's ⇢ + LP ▷ MP and ⇠ + MP ▷ HP, and newcomer Decapre's ST.MP ▷ HP. Target combos have obvious uses as hit confirms and blockstrings, but they can also be used as frame traps if it's possible to delay follow-up hits, like with Ken's *Street Fighter III: Third Strike* target combo of CL.MP ▷ HP.

TAUNT

Synonymous with personal action.

TECH

A catch-all defensive term. Can be used to refer to quick standing, delayed wakeup, air recovery, and throw escapes.

THROW

Throw with LP + LK. Also break throws with LP + LK, immediately after the opponent initiates a throw. Normal throws are active on the 3rd frame, which makes them as fast as the fastest normal moves. Some command throws and grab Supers/Ultras hit sooner than the third frames, but the point is that throws are fast. See Normal Throws.

THROW INVULNERABILITY

Some moves have periods of throw invulnerability in which grabs will whiff through them. Some moves aren't explicitly throw invulnerable, but they have an airborne period which will cause ground throws to miss.

TICK

Getting tapped by quick low attacks like crouching LK forces opponents to block low. Opponents blocking quick, light, potentially combo-starting attacks will tend to keep blocking out of caution. This presents a perfect opening to throw them.

TOP-DOWN

An old-school term for an overhead attack, like two-in-one for cancel.

TRADE

The effect when attacks collide at the same time. Both characters take damage and enter into whatever kind of hitstun is normal for the attack striking them. In certain kinds of trade situations, one character may benefit unexpectedly; for example, many shoto-type characters actually love to trade with anti-air Shoryukens because it creates an immediate juggle opportunity for the shoto.

TRAINING MODE

On the surface, Training Mode may seem like where you just practice your execution and combos, but with smart use of its tools, it can strengthen your gameplay drastically. Many of the world's best fighting-game players utilize Training Mode as much as they do real sparring partners; some of them even come up with tournament-winning vortex-based strategies just through Training Mode.

The basic settings in Training Mode are straightforward: set the training dummy to auto block to practice your link combos, set it to random block to practice hit-checking, and set random counter hit to practice counter-hit hit-checking. You can even set both random block and random counter-hit for a more difficult counter-hit hit-check practice session. Just like with anything else in life, practice is paramount, and even investing a little time into this kind of exercise will greatly increase your ability to confidently apply these specific hit-checks in a match.

While these types of settings are sufficient for practicing your offensive strategies, Training Mode offers much more, especially in its record and playback feature.

To use this feature, set the training dummy's action to record under Training Options. When you un-pause or restart, you can control the training dummy for up to 10 seconds. Once the 10 seconds are up or if you pause to bring up the menu again, the recording is done and you can go back into Training Options to set the dummy's action to playback. After you un-pause or restart, the recording you made will automatically play back and will precisely execute your inputs during your recording. It will also loop the recording automatically, so the inputs will repeat regardless of outcomes.

This gives you a useful tool to either practice against certain moves and techniques as well as a way to test the effectiveness of your own setups.

Recordings can be simple; for instance, you can make a recording of E. Honda performing an EX Headbutt then blocking low to practice punishing it with certain moves (or just to see what will actually punish it). Play it back, block the attack, and then input your reversal move to check if it can be punished. Although, keep in mind that the recording timer doesn't stop during a cinematic; for example, if you're trying to punish a move with a cinematic startup attack (like an Ultra), you will need to hold crouch block longer during the recording to accommodate for the extra startup time of the reversal Ultra you're going to test with. In the above example, make sure to hold crouch block long enough after the EX Headbutt to cover Ultra or Super reversals.

A more advanced recording can involve having the training dummy knock you down followed by a safe jump setup. For example, with Ryu as the training dummy, you can record a sequence of: crouching HK, hold ↺, forward jumping HK ~CR. HK. When you set it to playback, Ryu will knock you down and then go for a safe jump option select. This lets you try out your defensive options against it, such as backdash or wakeup reversal.

Note that the recording is an exact recording of your inputs, so it doesn't take distance into account. One way to get the distance you want is by recording from a restart. Set the dummy to record, hit restart, get into range to perform your sequence, set the dummy to playback, and then hit restart again. This keeps your recording and playback accurate.

An alternative solution is to use the new memory feature added to *Ultra Street Fighter IV*. Memory saves the current positioning and game state while reload does just that. Set your characters to your ideal position, pause the game, and then select memory. Now any time you want to start the game in that position, simply select reload from the menu; alternatively, you can simply press the Back or Select button to instantly reload without having to go into the pause menu.

The memory and reload feature makes the record and playback feature much more convenient and allows you to quickly set up positioning. If you want to practice against a corner setup, for instance, walk your character into the corner (you'll have to push the training dummy to the corner, as well), then jump into the corner, then pause the game and select memory. Now set the dummy action to record, select memory, perform the corner setup you want to practice against, pause and set the dummy to playback, and then hit reload (or Back/Select in game). Your recording will start from the corner position you saved to and will let you quickly try out your defensive options. Make use of these functions as much as possible to prepare for defensive situations you might find yourself in.

Additionally, you can use these tools to come up with mix-ups for your own character. In character select, set the character you want to test a setup with as 2P, and set 1P as whichever character you want to test it against. If you play Akuma, an example recording of a hard knockdown setup would go as follows: set Ryu as 1P and Akuma as 2P. Get into Akuma's sweep distance, save the position with memory, set the dummy action to record, hit reload and then record Akuma performing a crouching HK followed by a forward jumping cross-up HK Airborne Hurricane Kick. Now pause the game and set the dummy action to playback and hit reload. With control of Ryu, you can test the effectiveness of your setup by getting hit by the crouching HK and then using various defensive options on wakeup. Play with these features and test any setups you come up with against various characters to enhance your mix-up game. You may reveal that something you thought felt really good is actually easy to thwart; you may find something even better.

Another use of the memory and reload function is its ability to save the game state during certain attacks (such as a lengthy cinematic Ultra). Since the maximum recording time is 10 seconds, you won't be able to record most setups following a long cinematic. To get around this, control the training dummy with record and have the dummy land the cinematic Ultra, then towards the end of the cinematic, pause the game and hit memory. Now any time you reload, it will reload at the point in the Ultra cinematic you saved at. From this point, set the dummy action to record and then hit reload; you now have 10 seconds of recording time that isn't spent on the lengthy cinematic, allowing you to test out your mix-ups post-Ultra.

A large portion of the game is knowledge of particular situations, so these tools allow you to practice both your offense and defense in practically any situation you can imagine.

TRIPGUARD

An unofficial term referring to the ability to block immediately when landing from a jump. Jumps have landing recovery: 4 frames, in the absence of further input. Whether you act or not during a jump, you can cancel the last 2 frames of landing recovery into other actions. The important frames are the first 2, though.

If you do NOT perform an action in midair, you still can't cancel into ground movement for 2 frames on landing, but you CAN attack or (much more importantly) block. If you DO act in midair, then you cannot do anything for the first 2 frames (with the exception of teching a throw, which is still possible).







In other words, you make yourself unavoidably vulnerable upon landing if you attack in midair. When you attack in midair, you are giving up tripguard—the ability to block right away on landing. When you want to empty jump on purpose but retain tripguard, like when you want to empty jump into a low-hitting crouch tech while holding down-back, be sure you don't hit your ground attack slightly early, on the last frames of the jump before landing; there won't even be time for the jumping move to animate to let you know you did that, but you will still lose tripguard.

Tripguard is most important for empty jump-in tactics like the one just mentioned, or for jump-ins from the inside edge of long range, where far-reaching jump-in attacks will just hit with their tips. If you have a low-profile, long-reaching poke from this range, like Ken's crouching MK, you can simply perform that as unconventional anti-air at the last moment. Depending on the range and the matchup, the enemy's jump-in may whiff right over crouching Ken's head, and then they'll land on his dominating low poke, unable to block. And if you're the aggressor jumping in from long range, it's often (even usually) better to refrain from attacking during far jumps; you'll probably just get anti-aired or low-profiled as mentioned here, your follow-ups won't be great even if you do hit from that range, and since you're not sticking out an extra hurtbox of your own, you are more likely to bait a big whiffed anti-air.

TURTLE

An overly defensive character or player. Some players are just turtles in disposition, while some characters lend themselves to turtle play (obvious examples being E. Honda and Guile). See Metagame.

TWO-IN-ONE

Old-school term for "cancel," as in "crouching MK two-in-one to Hadoken." Originated because you were getting two moves for one combined motion.

ULTRA CANCELABLE

Moves that are cancelable into Ultra. This is the rarest cancel type, with only two moves being cancelable into Ultra: the Super Combos of Dan and Dee Jay.

UNBLOCKABLE

An attack that cannot be blocked. Throws and lv.3 Focus/Red Focus Attacks are unblockable. Some cross-up setups executed with specific timing and position (and often only in certain character matchups) can lead to unblockable (or virtually unblockable) hits from moves that are usually quite blockable.

UNIQUE ATTACK

The official term for what are usually called "command moves." These are normals that are executed with a directional press in addition to the button. These attacks usually have some property that distinguishes them from other normals. They may hit as overheads (like Ryu, Akuma, and Oni's → + MP), avoid low attacks by going briefly airborne (like Ibuki's → + MK and → + HK), or move forward quickly while enabling kara-cancel techniques (like Ken's → + MK). Many unique attacks are also parts of target combos.

UNSAFE

Refers to tactics that guarantee some punishment to the enemy if they fail. For example, Shoryuken is an unsafe reversal, because if whiffed or blocked, the defender gets a clean opening. Moves with a disadvantage of more than -3 are generally considered unsafe against the whole cast (after all, everyone has a 3-frame normal throw, for starters). Certain characters render -1 and -2 situations unsafe sometimes, too, with abnormally fast strike Supers or virtually instant Super/Ultra throws.

UNTECHABLE KNOCKDOWN

Synonymous with hard knockdown. New to *USFIV*, delayed wakeup can be used to cause an additional 11 frames of time spent lying prone. This causes anti-wakeup tactics to whiff if they're timed to attack against normal wakeup timing. See Wakeup.

VERIFICATION

Confirming a desired result before performing a potentially-risky follow-up. See Hit Confirm entry in Combos.

VITALITY BAR

The health bar at the top of the screen. A character loses a round when all their vitality is depleted. The game's most explosive, varied characters are punished for their versatility with low vitality; the game's low-mobility bruisers have extra vitality so they can take a few risks wading forward through all the keepaway.

Ultimately, your play style means more to your survivability than these figures. Seth's vitality doesn't matter if you don't get hit, and Hugo's doesn't matter if your defense is poor. These figures just increase or decrease the cost of your mistakes. Characters also have a hidden stun threshold, which dictates whether they get dizzied when struck repeatedly in a short period.

VITALITY

CHARACTER	VITALITY
Hugo	1100
T. Hawk	1100
Zangief	1100
Abel	1050
Balrog	1050
Dudley	1050
E. Honda	1050
Hakan	1050
Rufus	1050
Sagat	1050
Blanka	1000
Cody	1000
Dan	1000
Dee Jay	1000
Fei Long	1000
Gouken	1000
Guy	1000
Ken	1000
M. Bison	1000
Poison	1000
Rolento	1000
Ryu	1000
Vega	1000
Adon	950
Cammy	950
Chun Li	950
Decapre	950
Elena	950
Evil Ryu	950
Guile	950
Juri	950
Makoto	950
Oni	950
Rose	950
Sakura	950
C. Viper	900
Dhalsim	900
El Fuerte	900
Gen	900
Ibuki	900
Yang	900
Yun	900
Akuma	850
Seth	800

VORTEX

Community term for mix-ups based around resetting a situation repeatedly. Vortex-oriented characters are usually just hunting for that one knockdown, so they can then apply their ambiguous guessing games into more guessing games. Examples include Akuma's sweep/throw into Demon Flip vortex, and Ibuki's Neckbreaker into cross-up Kunai vortex. The aggressor might just need to get two or three decisions right in a row to dizzy their prey, which usually means the round is out of reach, barring a spectacular comeback. Characters and play styles centered around a vortex are interesting, because matchups feel like they mean a little less; no matter the situation, it can feel like all that's needed is that one opening, which is not a feeling other characters experience.

WAKEUP

When a character is knocked down, they enter a floored period, laid out on the ground. They're invincible during this time, until they rise, or "wake up." Since a floored character can't move or act, and since they'll rise predictably with limited options, waking up is a weak position to be in. Mix-ups directed at a character on wakeup are called okizeme. Every character rises from a knockdown at the same speed except for four, who rise a frame or two later, which can make wakeup timing feel awkward in those matchups.

From a soft (or "techable") knockdown, quick standing allows characters to spring immediately back to their feet (and is accomplished by pressing any two buttons or tapping any joystick/D-pad direction upon hitting the ground). Players who eat soft knockdowns will tend to use quick standing to get right back into it all the time, unless you're getting mixed up repeatedly and need a breather to think or to avoid being dizzied. Most moves that knock down simply result in a soft knockdown.

Hard knockdowns are longer and can't be cut short with quick standing. Hard knockdowns result after sweeps, throws, Supers, and Ultras, along with a few other moves. From a hard (or "untechable") knockdown, delayed wakeup (press any two buttons upon hitting the ground) allows this longer grounded period to be extended by 11 frames. The intent of delayed wakeup is to make it harder for the aggressor to know exactly when the defender will rise, so it's harder to time perfectly ambiguous setups. If a player opts to use delayed wakeup, it is indicated onscreen in advance of the actual rising animation by a "TECHNICAL" notification; players on offense may watch for this as they execute their okizeme, but it's unlikely they can react with a perfectly-timed setup, as players used to be able to against hard knockdown in older versions of *SFIV*.

WAKEUP

CHARACTER	WAKEUP OFFSET (IN FRAMES)
Blanka	2
Cammy	1
Decapre	1
Sagat	1
Everyone else	0

WHIFF

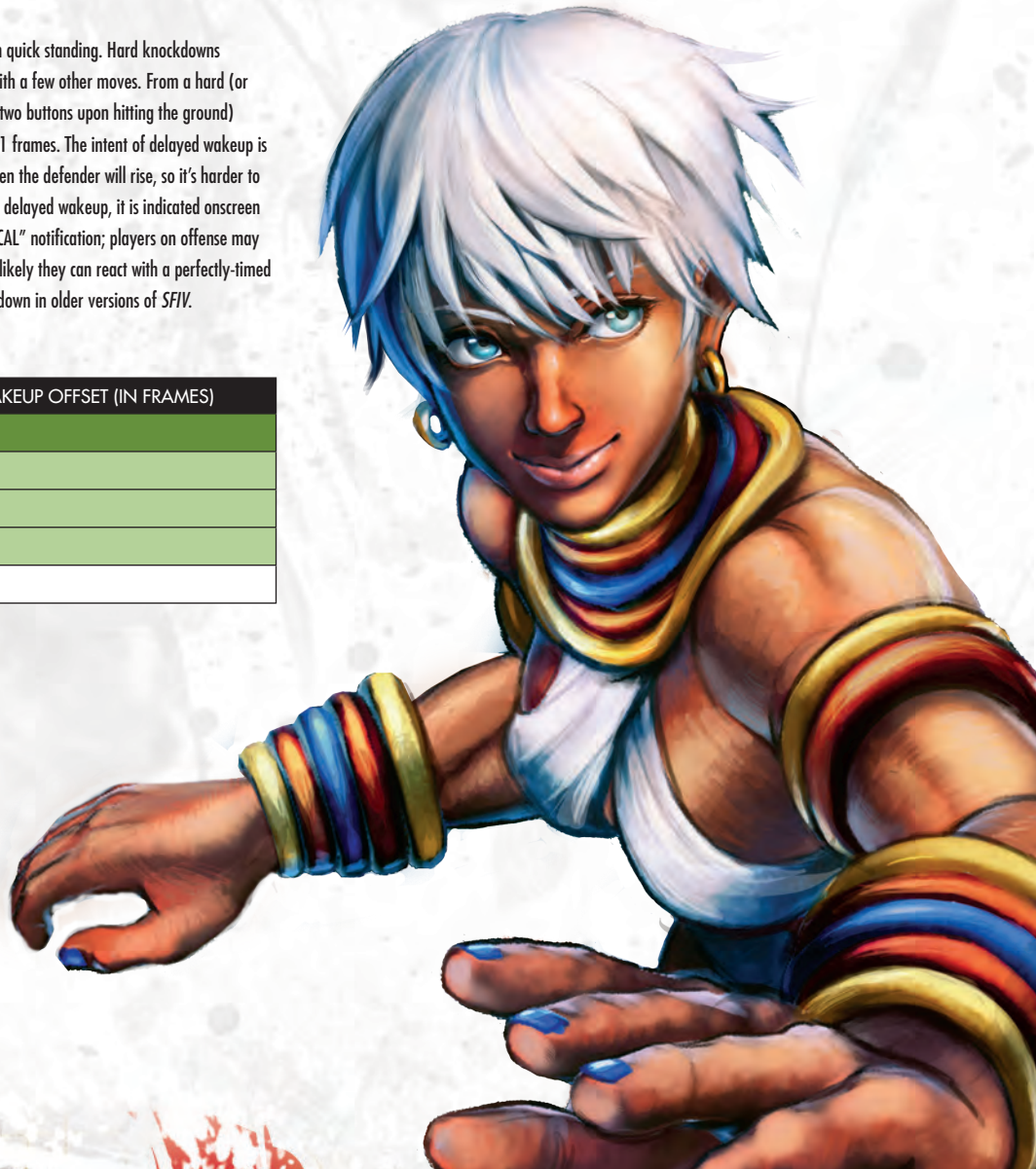
An attack that misses, whether intentionally or unintentionally. Special moves may be whiffed at long range or when retreating to build Super Gauge. Normal moves might be whiffed at long range as fakes for more committed actions (like throwing a projectile). At mid and close range, moves will often be whiffed at the edge of their ranges in footsie battles. Whiffed normal moves cannot be canceled into specials or Supers. Whiffed Focus Attacks cannot be dash canceled.

WHIFF PUNISH

Can mean both the act of punishing a whiffed attack during its recovery (like stepping outside of the enemy's sweep range, then reacting to their whiffed sweep by sweeping them right back), and the whiff punisher itself (in this case, the sweep). Whiff punishing is a crucial element of mid-range poking battles, and while it's difficult to do well, it just requires the right mindset. Players who are effective at whiff punishing aren't just purely reacting like robots. They're using a combination of effective spacing, matchup knowledge, and educated guesses about what their opponent will do to sharpen their attention. You don't have to worry about the dozens and dozens of potential options the opponent has; you should worry about the most relevant options that you think they want.

ZONE

Zoning is using spaced, usually long-ranged, tactics to hold your opponent at a particular distance. Zoning is usually based on effective projectile use, though some characters (Dhalsim in particular) have alternative means to hold the opposition at bay.



ABEL

First appearance: *Street Fighter IV* (2008)



Data

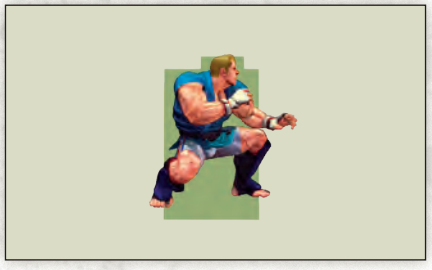
STAT	VALUE	RANK
Vitality	1050	A
Stun Threshold	1050	A
Forward Walk Distance per Frame	0.035	C
Backward Walk Distance per Frame	0.03	C
Dash Duration in Frames	16	A+
Dash Distance	1.42	A
Backdash Duration in Frames	8 invincible, 10 airborne, 7 recovery (25 total)	A
Backdash Distance	0.75	E
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	2.27244	A

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	25, 15
STUN	30, 20
STARTUP	4
ACTIVE	3 (8) 3
RECOVERY	11
ON HIT	+0
ON BLOCK	-3
CANCEL	CH, SP, SU

NOTES 2nd hit not special cancelable

MP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 30
STUN	50, 50
STARTUP	5
ACTIVE	3 (8) 2
RECOVERY	14
ON HIT	+4
ON BLOCK	-2
CANCEL	SP, SU

NOTES Forces standing, 2nd hit not special cancelable

HP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 30
STUN	100, 100
STARTUP	4
ACTIVE	3 (8) 2
RECOVERY	20
ON HIT	+0
ON BLOCK	-4
CANCEL	SP, SU

NOTES Forces standing, 2nd hit not special cancelable

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL, H
DAMAGE	100 (30)
STUN	150 (50)
STARTUP	6
ACTIVE	6
RECOVERY	16
ON HIT	+0
ON BLOCK	-4
CANCEL	—

NOTES Forces stand, active frames 1~4 cannot hit crouching opponent, active frames 5~6 are overhead +5 on hit, deals less damage against crouching opponent

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	11
ON HIT	+0
ON BLOCK	-3
CANCEL	SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	12
ACTIVE	3
RECOVERY	17
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	15
ON HIT	-1
ON BLOCK	-4
CANCEL	—

NOTES Whiffs on crouching opponents

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	13
ACTIVE	3
RECOVERY	18
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	10
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 40
STUN	100, 50
STARTUP	8
ACTIVE	2, 2
RECOVERY	22
ON HIT	—
ON BLOCK	-6
CANCEL	SP, SU

NOTES 1st and 2nd hit are cancelable, 1st hit forces standing, 2nd hit puts opponent into free juggle state, soft knockdown

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	5
RECOVERY	13
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	3
RECOVERY	25
ON HIT	—
ON BLOCK	-10
CANCEL	SP, SU

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body invincibility

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body invincibility

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body invincibility

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body invincibility

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body invincibility

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body invincibility

Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body invincibility

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body invincibility

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body invincibility

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body invincibility

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body invincibility

NORMAL THROWS

Abel's Tornado Throw takes the spotlight over both of these options, but they still serve a few purposes. Unlike Tornado Throw, both normal throws are safe to neutral jumps (assuming the attacking character doesn't have a dive kick). Drop Throw also leaves the opposing character in front of Abel, which is sometimes preferable to Tornado Throw when you need to keep your enemy cornered. The faster startup of a normal throw also leaves you less prone to being counter attacked by a crouch tech or fast light attack of some sort.



Drop Throw (LP) + (LK)

DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.915

Pincer Throw ⟲ + (LP) + (LK)

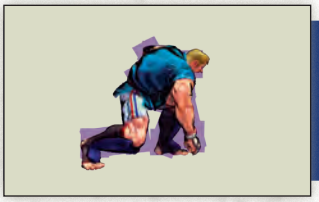
DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.915

FOCUS ATTACKS

Abel's Focus Attack can only be done at short distances, but if canceled into a dash when blocked, you're left at a neutral frame position. This is a very rare trait. This means it's possible to often mount some sort of attack out of the situation, as long as your opponent doesn't have a 3-frame normal move to fall back on. Use it just outside of the enemy's throw and light attack range to beat out slower normal moves, like Guy's ST.MK. When combined with LP Tornado Throw, it can also get players to flinch at slightly closer distances.

Abel can cancel into EX Red Focus from any combination ending with Change of Direction or his 2-hit CL.HP. It's generally better to do it from CL.HP because the damage reduction incurred is less. EX Red Focus is rarely worth doing in combos unless Breathless is being used, as EX Red Focus crumples give you a way of linking into it. Otherwise, FADC combos from Change of Direction are far more efficient.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (0)
ON BLOCK	-21 (0)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

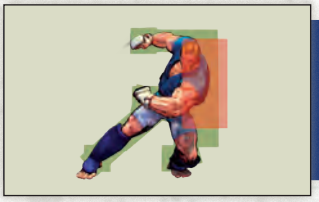
HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+12
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-16 (+6)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (0)
ON BLOCK	-21 (0)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+12
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-16 (+6)

NOTES Crumple state on hit, infinite hyper armor before release

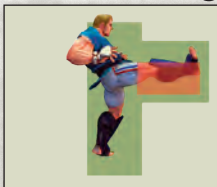
Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Forward Kick → + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	16
ON HIT	+3 (+4)
ON BLOCK	0 (+1)
CANCEL	DASH

NOTES Higher advantage on dash cancel

Forward Kick: Everything good about Abel revolves around this move. This long-reaching kick is a whiff punisher, a backdash killer, and a way of scoring counter hits against late throw techs. It's dash-cancelable, leaving Abel at a frame advantage on both hit and guard. On hit, it leads to a 1-frame link into CL.HP, a vital opening into his most devastating combos (Combo IV). When blocked, you're at a +1 advantage, an interesting position for Abel to be in because he does not have a 3-frame normal move (meaning at best, he can only trade with an enemy's own 3-frame attack with his 4-frame CR.LP or CL.HP). Throws done against you in this position aren't a problem; use Tornado Throw when you recover to pass through them. 3-frame strikes are stopped by simply taking a trade with the 4-frame CL.HP, or by doing the strike invincible EX Tornado Throw. If CL.HP trades against a light attack, you can link after it with CR.MP or → + MK to salvage a combo. Doing ST.HP afterwards also acts as an anti-backdash attack if they backdash against the first hit, causing the second hit to slap them out of the air. For the same reason, if your opponent Focus absorbs then backdash it won't work.

SPECIAL MOVES



LP Change of Direction ↓ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	14
ACTIVE	3
RECOVERY	25
ON HIT	+2
ON BLOCK	-3
CANCEL	SU

NOTES Forces standing

MP Change of Direction ↓ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	35
STUN	50
STARTUP	16
ACTIVE	3
RECOVERY	25
ON HIT	+2
ON BLOCK	-3
CANCEL	SU

NOTES Forces standing

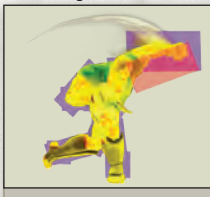
HP Change of Direction ↓ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	17
ACTIVE	3
RECOVERY	25
ON HIT	+2
ON BLOCK	-3
CANCEL	SU

NOTES Forces standing

Change of Direction: This series of attacks has variable extensions, allowing Abel to mount a high and low guessing game on the 2nd and 3rd hits. High attacks after the first hit are done by inputting → + P, while low attacks are done with → + K. Doing all of the punch extensions in a row performs a 3-hit combo (↓ + P ▷ → + P ▷ → + P), which is one of his go-to special attacks for ending combos that don't require meter. Inputting → + K on the second hit does a low kick that leaves you at a frame advantage on hit. If canceled into the 3rd P or K extension it will combo. It can also be EX Focus dash canceled on hit to lead into bigger damage. The P and K 3rd hits are a high and low attack that strike at similar speeds. The K version breaks armor, though that's rarely useful.

EX Change of Direction ↓ + P P



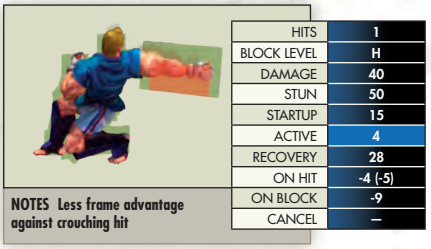
HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	13
ACTIVE	3
RECOVERY	25
ON HIT	+2
ON BLOCK	-3
CANCEL	SU

NOTES 1~15f armor, forces standing

The problem with all of these extensions is that if blocked, there's a gap between the 1st and 2nd hit regardless of which extension you do. The opponent can always do a reversal during this gap to punish you. In the rare case that a character doesn't have a reversal on hand that doesn't require meter (like Guy, Rufus, or Sakura), you can get away with doing these extensions until they have access to it. The high/low guessing game it mounts is extremely difficult to block if you keep it varied. It's always a gamble, every hit of every extension is punishable on guard, but gambling is what you need to do to be successful with Abel.

The 1st hit of Change of Direction can be EX Focus dash canceled to leave you at +5 when blocked and +10 on hit. This is a vital tool for Abel's best combos, which lead directly into big-damage hard knockdowns or directly into Ultra I. Its advantage on guard also lets him keep his offense going; more importantly, the armored EX Change of Direction plows through most mid-range attacks and can be EX Focus dash canceled to leave you next to the enemy at an advantage. This is expensive to do, but it could be the very thing needed to start an attack.

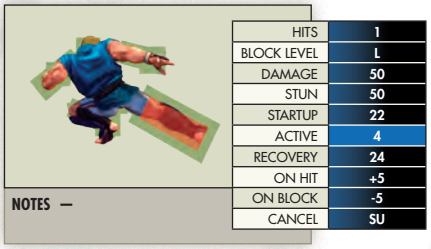
Second Mid
During Change of Direction, → + P



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	15
ACTIVE	4
RECOVERY	28
ON HIT	-4 (-5)
ON BLOCK	-9
CANCEL	–

NOTES Less frame advantage against crouching hit

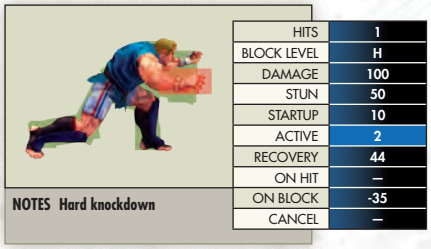
Second Low
During Change of Direction, → + K



HITS	1
BLOCK LEVEL	L
DAMAGE	50
STUN	50
STARTUP	22
ACTIVE	4
RECOVERY	24
ON HIT	+5
ON BLOCK	-5
CANCEL	SU

NOTES –

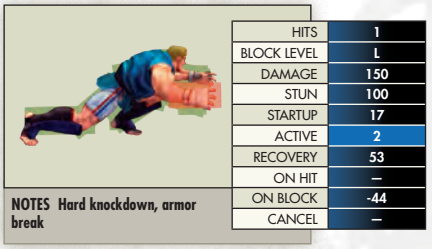
Finish Mid
During Change of Direction second, → + P



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	50
STARTUP	10
ACTIVE	2
RECOVERY	44
ON HIT	–
ON BLOCK	-35
CANCEL	–

NOTES Hard knockdown

Finish Low
During Change of Direction, → + K



HITS	1
BLOCK LEVEL	L
DAMAGE	150
STUN	100
STARTUP	17
ACTIVE	2
RECOVERY	53
ON HIT	–
ON BLOCK	-44
CANCEL	–

NOTES Hard knockdown, armor break

EX Change of Direction has faster startup and armor, making it great for plowing through anticipated projectiles or normal moves. It can be canceled into from light attacks for a combo, a property the other strengths do not have. It can also be armor canceled into any special move. This is best done with HP Tornado Throw for an interesting effect: against an attack done to meet you as you rise from a knockdown, input ↓ + P P → ↓ + HP very quickly. If the opponent does an attack, EX Change of Direction's armor catches the hit, and then immediately cancels into HP Tornado Throw for more damage. This also works against jump attacks if canceled into HP Falling Sky as well, but this is rarely worth doing over EX Falling Sky.



LK Wheel Kick
↓ + LK

HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	20
ACTIVE	7
RECOVERY	2+19 ON GROUND
ON HIT	-4
ON BLOCK	-10
CANCEL	–

NOTES 1~16f lower body invincibility, 11~28f airborne, armor break, forces standing

MK Wheel Kick
↓ + MK

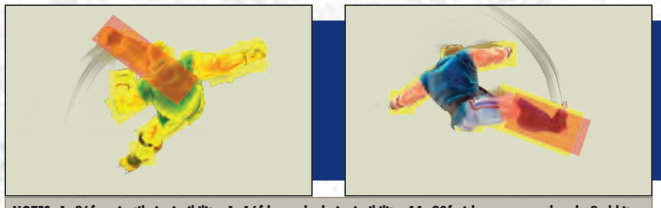
HITS	1
BLOCK LEVEL	H
DAMAGE	140
STUN	200
STARTUP	24
ACTIVE	7
RECOVERY	2+20 ON GROUND
ON HIT	-6
ON BLOCK	-11
CANCEL	–

NOTES 1~20f lower body invincibility, 14~32f airborne, armor break, forces standing

HK Wheel Kick
↓ + HK

HITS	1
BLOCK LEVEL	H
DAMAGE	160
STUN	200
STARTUP	27
ACTIVE	7
RECOVERY	1+22 ON GROUND
ON HIT	-7
ON BLOCK	-12
CANCEL	–

NOTES 1~22f lower body invincibility, 15~34f airborne, armor break, forces standing



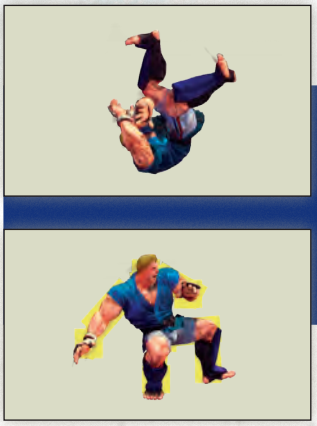
EX Wheel Kick
↓ + K K

HITS	2
BLOCK LEVEL	H
DAMAGE	60, 120
STUN	100, 200
STARTUP	17
ACTIVE	7, 3
RECOVERY	2+19 ON GROUND
ON HIT	0
ON BLOCK	-6
CANCEL	–

NOTES 1~26f projectile invincibility, 1~16f lower body invincibility, 11~28f airborne, armor break, 2nd hit juggle potential 1

Wheel Kick: This aerial kick is a preemptive counter to Focus Attacks, low-profile crouching attacks, and jumps. It's done from the very tip of its range because of the heavy disadvantage it leaves you at on hit or guard, which is very punishable. If blocked from its maximum hitting distance, very few characters can punish without a specialized attack. Ryu's Shinku Hadoken can always punish it on hit or guard, for example, while Dhalsim's long limbs can always get a hit in from any position. Only the LK version should ever be done, which has the safest overall frame data. All other normal versions will simply get you into trouble.

EX Wheel Kick is much faster, safer, and projectile invincible. It's worth using against mid-range attacks when you aren't in range for EX Change of Direction, or when there's a slight possibility of the enemy jumping (which Wheel Kick counters for a knockdown). Even still, there's not much reason to use this over a jump, which yields way bigger rewards at no meter cost.



LK Marseilles Roll

↓ + LK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	27
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 5~23f strike invincible, 24~26f projectile invincibility

MK Marseilles Roll

↓ + MK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	30
ON HIT	–
ON BLOCK	–
CANCEL	–

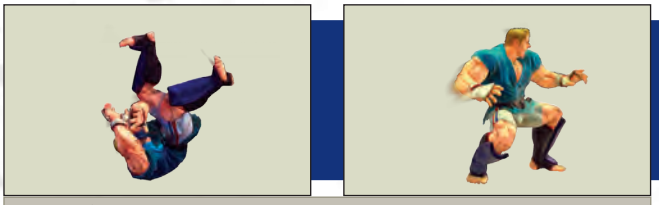
NOTES 5~25f strike invincible, 26~29f projectile invincibility

HK Marseilles Roll

↓ + HK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	32
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 5~27f strike invincible, 28~31f projectile invincibility



NOTES 1~32f strike invincibility

EX Marseilles Roll

↓ + K K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	33
ON HIT	–
ON BLOCK	–
CANCEL	–

Marseilles Roll: Abel tumbles forward a varied distance: LK short, MK a moderate distance, and HK long. During the mid-section of the roll, he is completely invincible to strikes of any sort, being vulnerable only to throws. This invulnerability lasts all the way until the last 4 frames of its recovery, making it viable for passing through projectiles at any distance, and for passing through some mid-range normal moves with especially heavy recovery.

It can be tempting to cancel attacks like CR. HK, CR. HP, or CL. HP into LK Marseilles Roll to either pass behind your enemy or to move in from a distance, but this is not recommended. Abel is at a very punishable -10 frame disadvantage in all cases. This disadvantage gets even worse if canceled into from light or medium attacks. Only the final 5 frames of that recovery are vulnerable to strikes, but he can always be thrown out of it at any time. The only way to compensate for this is to occasionally cancel into LK Wheel Kick, which will hit a crouching opponent focused on looking for the roll (and counter hit button presses or throws if they're reacting mechanically). Unfortunately, this is very punishable on guard as well and generally easy to react to. You can make an argument for occasionally canceling CR. HK into it since his sweep is already punishable on block as is, and if you vary between roll strengths and LK Wheel Kick, you can confuse the enemy's punishment routine. Nevertheless, this should be done only rarely.

EX Marseilles Roll is faster and travels a much greater distance. It's used to escape corners or wakeup situations where you're uncertain of the outcome. For general meter use, always prioritize FADC combos/pressure over this, but since Abel's defenses are weak, don't be afraid to use it when you can't afford to take a hit.



LP Falling Sky

← + LP

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	31
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown, cannot hit grounded opponents

MP Falling Sky

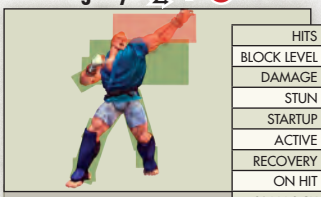
← + MP

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	150
STARTUP	6
ACTIVE	4
RECOVERY	31
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown, cannot hit grounded opponents

Falling Sky: Abel plucks his foe out of the sky and slams them to the ground. This is used to grab foes trying to jump away from Tornado Throw. It normally has no invulnerability, so it must be done just as your opponent leaves the ground for a jump or before they've committed to a jump attack. Because of this, it's generally too risky to go for outside of combos. Alternatively, EX Falling Sky has full invincibility. It's done over CR. HP whenever you don't have time to do an early CR. HP. Most Abel players try to get by without using it to save meter for FADCs, but if you have a chance to land a knockdown, do it.

Any combo ending with CR. HP can be canceled directly into HP Falling Sky for massive damage and a hard knockdown. This is a vital source of damage for Abel, as the setups afterwards are vicious.

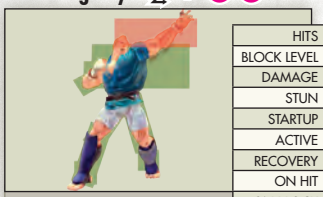


HP Falling Sky

← + HP

HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	200
STARTUP	9
ACTIVE	6
RECOVERY	31
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown, cannot hit grounded opponents



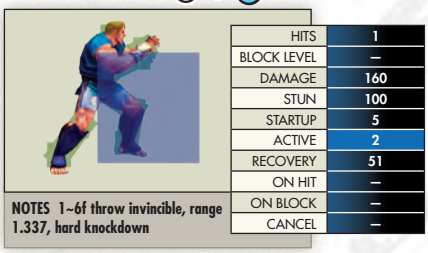
EX Falling Sky

← + P P

HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	150
STARTUP	6
ACTIVE	3
RECOVERY	30
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f strike invincible, hard knockdown, cannot hit grounded opponents, juggle potential 1

LP Tornado Throw ↻ + LP



HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	51
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f throw invincible, range 1.337, hard knockdown

MP Tornado Throw ↻ + MP



HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	150
STARTUP	5
ACTIVE	2
RECOVERY	45
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f throw invincible, range 1.139, hard knockdown

HP Tornado Throw ↻ + HP



HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	200
STARTUP	5
ACTIVE	2
RECOVERY	39
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f throw invincible, Range 0.939

EX Tornado Throw ↻ + P P



HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	5
ACTIVE	2
RECOVERY	54
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f strike invincible, range 1.27, hard knockdown

Tornado Throw: This powerful command throw sets the framework for Abel's close-range offense. It's damaging, causes a hard knockdown, has long reach, and is invincible to throws, a combination of assets that forces your adversary to spend a lot of time trying to counter it. The LP version has the most range but deals the least damage, MP having moderate range and damage output, while HP has very little range but inflicts heavy damage. EX Tornado Throw sacrifices its throw invulnerability for invincibility to strikes, a useful tool to have handy when you're being attacked on wakeup. This is especially useful against safe jumps, which it punishes effortlessly.

SUPER & ULTRA COMBOS

LP Heartless

↻ ↻ + LP



HITS	6
BLOCK LEVEL	HL
DAMAGE	35 X 5, 160
STUN	0
STARTUP	1+5
ACTIVE	4
RECOVERY	39
ON HIT	–
ON BLOCK	-32

NOTES 1f invincible, 2~6f strike invincible, armor break, hard knockdown

MP Heartless

↻ ↻ + MP

HITS	6
BLOCK LEVEL	HL
DAMAGE	35 X 5, 160
STUN	0
STARTUP	1+5
ACTIVE	4
RECOVERY	39
ON HIT	–
ON BLOCK	-32

NOTES 1f invincible, 2~6f throw invincible, armor break, hard knockdown

HP Heartless

↻ ↻ + HP



HITS	6
BLOCK LEVEL	HL
DAMAGE	35 X 5, 160
STUN	0
STARTUP	1+5
ACTIVE	4
RECOVERY	39
ON HIT	–
ON BLOCK	-32

NOTES 1f invincible, 2~6f projectile invincible, armor break, hard knockdown

Super Combo: Heartless: Abel reaches out and grabs his foe, running them to the nearest corner to relentlessly pummel them. This is used both in combos and as a Hail Mary reversal. The strength of button used gives it a different invincibility type: LP is strike invincible, MP throw invincible, and HP passes through projectiles. It's also used in combos for big damage. Abel has two normal moves that were specifically designed to compliment this move, CL. MP and CL. HP, which both hit twice and are cancelable only into Super on the 2nd hit. Despite these assets, its damage output is relatively low for the cost, and since Abel desperately needs meter for FADCs, it's best to save this attack only for situations where no Ultra is available and Heartless is certain to K.O. the opponent.

Soulless

↻ ↻ + P P P



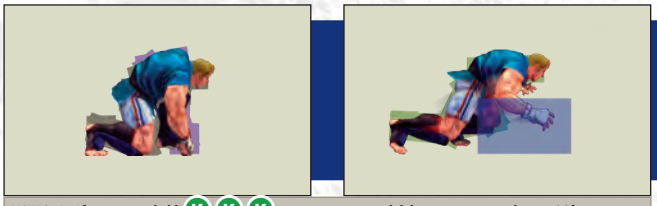
HITS	9
BLOCK LEVEL	HL
DAMAGE	45 (461)
STUN	0
STARTUP	0+13
ACTIVE	2
RECOVERY	46
ON HIT	–
ON BLOCK	-30
CANCEL	

NOTES 1~5f invincible, 6~15 invincible to projectiles and strikes except feet, armor break, hard knockdown, on hit leads to cinematic dealing 461 total damage, juggle potential 1

UCI: Soulless: This is your best means of making a comeback. Aside from its long attack range and projectile invincibility, it can juggle after any combo ending with CR. HP for stellar damage. This means it can be landed off Abel's best opening, → + MK, for the cost of 2 meters for a FADC (refer to Combo IV). This also means it's possible off of an anti-air CR. HP, though this rarely comes up.

Breathless

↻ ↻ + K K K



HITS	5
BLOCK LEVEL	–
DAMAGE	431
STUN	0
STARTUP	0+10
ACTIVE	6
RECOVERY	72
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f armor, can hold K K K to retain armor and delay activation until up to 92f, startup is 7f after button is released, can be cancelled with any punch button with 40f recovery, hard knockdown, leads to cinematic on hit

UCII: Breathless: Abel kneels down and enters an armored state that lasts until K K K is released, or until 92 frames pass. Once released, Abel dashes across the screen with a 7-frame throw that inflicts massive damage. This is used to deflect and pass through projectiles from a distance, to counter jump attacks, and even strikes done as you rise from a knockdown. Its incredible speed and range also allow it to grab a foe landing from a jump from any distance, to catch backdashes, and to snag Focus Attacks. This complements Tornado Throw rather well, as the most common counters against it are backdashes and jumps.

Recommended Ultra Choice: Ultra 1

Breathless gives Abel a powerful counter to jumps and backdashes, something he sorely needs. But the backdash-killing → + MK does those things already, and Soulless allows for massive damage off of CR. HP and projectile punishment. You won't be able suppress your opponent from the ranges Breathless can, but Abel was never meant to fight from that position anyway.

Overview

PROS:

- His spectacular → + MK is the only dash-cancelable unique attack in *USFIV*, allowing him to approach from mid-range behind frame advantage, or punish whiffed attacks for massive damage
- The damaging Tornado Throw has long reach and is invincible to throws, a rare property for a command throw
- His wakeup vortex tactics are extremely difficult to guard against
- Ultra I is easy to combo into off of Abel's best openings
- EX Marseilles Roll is a slippery way for Abel to escape corners and troublesome wakeup situations

CONS:

- Anti-air and reversal options are difficult to implement due to slow starting speeds, meter requirements, or matchup-dependent hitbox problems
- Is very reliant on Super Gauge to deal heavy damage and to keep his Change of Direction safe
- Has some difficulty dealing with backdashes
- Struggles mightily against dive kick characters

Abel is a grappler, preferring to move into close range and mount a throw- and counter-hit-oriented offense that leads to big damage and a deceptively powerful wakeup game. He lacks the defensive capabilities other grapplers like T. Hawk and Zangief have, but makes up for it with combo flexibility and easier ways to bypass an enemy's ground game. Play patiently at mid-range and wait until the proper opportunity presents itself. When it does, a simple wakeup game mixing in side switches and throws will make quick work of your foe.

Your objective is to establish close range. Achieve this by:

- Punishing a whiffed attack or dash with → + MK into a knockdown combo
- Catching backwards movement with CR. HK or a dash followed by a throw
- Stopping enemy jumps with CR. HP, EX Falling Sky, or jumping HP
- Jumping over a ground attack
- Using Marseilles Roll to pass through a projectile or ground attack for a punish
- Using EX Change of Direction to plow through incoming attacks
- Forcing the enemy to guard CR. HK ▷ HP Change of Direction ▷ FADC



ABEL'S TUNING HISTORY



Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
Vitality reduced from 1100 to 1050	—
CR. MK damage increased from 60 to 70	—
Finish Mid damage increased from 80 to 100	—
EX Wheel Kick damage increased from 120+60 to 60+120	—
EX Falling Sky gained upper body invincibility on frames 7~8	Less likely to trade or be beaten as anti-air
LP, MP, HP Tornado Throw damage reduced from 180, 200, 220 to 160, 180, 200	—
Ultra I damage decreased from 551 to 510	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
2nd hit of CR. HP hitbox reduced vertically	Worse as anti-air
LK, MK Marseilles Roll final 3 invincibility frames changed to projectile invincibility only	Recovery period is now easier to punish with a combo
Last 4 invincible frames of HK Marseilles Roll changed to projectile invincibility only	Recovery period is now easier to punish with a combo
LP, MP, HP, EX Tornado Throw damage reduced from 160, 180, 200, 200 to 150, 170, 190, 190	—
Ultra I damage reduced from 510 to 461	—
Ultra II damage reduced from 480 to 431, loses armor when K K K is released	Abel always retains at least 3 frames of armor even when releasing K K K immediately

Arcade Edition to 2012 Update

CHANGE	EFFECT
2nd hit of CR. HP hitbox increased vertically	*SSFIV: AE* change reverted
Second Low hitstun increased by 2 frames	Second Low FADC forward now +7 maximum on hit
LP, MP, HP, EX Tornado Throw damage increased from 150, 170, 190, 190 to 160, 180, 200, 200	*SSFIV: AE* Tornado throw damage change reverted

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CL. HP hitboxes expanded downward	Whiffs against crouching attacks less frequently
ST. HK startup reduced from 14 to 13, active frames increased from 2 to 3, recovery reduced from 19 frames to 18	More reliable as a mid-range poke
EX Falling Sky gained active frame increased from 2 to 3, upper body invincibility increased from frames 6~7 to frames 6~8	EX Falling Sky now 3 active frames with upper body invincibility, better as anti-air
EX Change of Direction startup reduced from 16 frames to 13	Faster attack, less likely to be beaten by a normal canceled into an invincible special, can now be canceled into from light attacks for a combo
Second Low gained 4 frames of hitstun	Second Low FADC is now +11 maximum
Finish Low startup reduced from 22 frames to 17	Now fast enough to not be blockable on reaction
Super active frames increased from 2 to 4	—
Abel's vertical bounding box during Ultra I increased	Ultra I is now less likely to pass under an airborne foe, making it easier to use in juggles
Crouching HP hitbox expanded downward	—

LONG RANGE

This is not your ideal position, so hang out and wait for an opportune moment to move in. You can deal with projectiles by jumping vertically over them, by doing a Focus absorb into backdash to build Revenge Gauge, or by doing LK Marseilles Roll to bypass them and gain ground. HK Marseilles Roll can be done preemptively to roll through an anticipated fireball, ending up next to the enemy for a punish, but this is extremely risky. You're better off using LK Marseilles Roll or vertical jumps so that you're at least gaining ground or not losing it.

LP Falling Sky has fast general recovery. Whenever there's a lull in the match and you're at a safe distance, purposefully whiff it from great distances to build your S.C. Gauge. This must be done while carefully watching your enemy's actions; Ryu's Shinku Hadoken and C. Viper's Seismic Hammer can both punish it on reaction.

MID-RANGE

Your objective is to tag the enemy with → + MK or CR. HK. The pacing of this ground game is set with ST.LK, a quick, long-reaching kick with fast recovery. It's generally done to preemptively tag incoming strikes and to keep the opponent from moving in easily, attacking from a position that's hard for most characters to deal with. Walking into range and repeatedly hitting ST.LK from the tip of its range can agitate a player, causing them to enact poor countermeasures against it. If their goal is to stick out an attack during the gap between kicks, preemptively hit → + MK to catch slower attacks, or back up to avoid being in range for anything. If their attack whiffs, punish it with → + MK into Combo IV. They may read your intentions and approach whenever you walk backwards looking for whiffs, so keep on your toes. If they try to do a forward dash to catch up to you, do a preemptive → + MK to catch it.

When your opponent is looking to evade and punish → + MK on whiff, their backwards movement must be dealt with. The common, risky way of stopping it is to walk forward and catch them with CR. HK. CR. HK is extremely unsafe when blocked, but you can cancel it into a LK Marseilles Roll, LK Wheel Kick, or HP Change of Direction ▷ FADC to compensate. This should rarely be done because of risk and cost of these options, but when mixed in with no cancel at all, it can throw off your enemy's punish options. The other option is to dash or do LK Marseilles Roll to move in for a throw or combo. The less risky option is to start walking forward, walking far enough forward that they can't evade anything. If they try to press buttons early against this, hit ST.LK. If they let you walk far enough in, force them to block → + MK ▷ dash to get in at +1 frame advantage.

Due to ST.LK's fast recovery, and because it looks similar to his → + MK, it's purposefully whiffed on occasion to lure finicky opponents into going for a big punish, like a jump or recovery-heavy sweep. Do this only on occasion to test their reaction time. If they don't typically react to it, don't rely on it.

Focus Attacks are a direct counter to → + MK, as well as jumps and a handful of low-profile crouching attacks. All of these problems are dealt with by doing LK Wheel Kick in anticipatory manner from a safe distance. If the enemy jumps upon its release, they'll be caught at the top of their jump. If it catches a Focus stance, you'll land a neutral position after dealing a little damage. Catching a normal move leaves you at a frame disadvantage, but as long as you're out at a safe distance, you won't be in range for their attacks anyway.

Less obvious jumps should be patiently waited for. When you're certain one is coming, an early CR. HP can be done to knock them out of the sky, leading to Combo VI. You have to get it out early because its anti-air hitbox isn't fully extended for the first couple active frames, effectively increasing its real startup against jumping foes. Against high-priority jump attacks, like dive kicks, a quick backwards jumping HP is effective and difficult to punish. Against Rufus's dive kick specifically, an early ST. HP can catch it if it's positioned to hit your feet. If your opponent jumps from especially far out so only the tip of their attack hits, use CR.MK to stop it. Cancel it into LK Marseilles Roll to end up next to them, or the MK version to pass behind them. If you didn't react early to a jump, or if they jumped over a ground attack of yours that recovers in time to block, EX Falling Sky can be done to grab them. This is your only way of dealing with dive kicks done at close distances as well.

Projectiles or mid-range attacks with heavy recovery can be punished by passing through them with LK Marseilles Roll, EX Change of Direction, or a jump. EX Change of Direction, if EX Focus dash canceled, leads to a giant combo if it hits, or a ticket into close range if it's blocked. In cases where you jump and the enemy didn't do anything, come down with air LP to compensate, which has a hitbox built to beat some anti-air attacks if they collide with the very tip of it.

CLOSE RANGE

Your objective is to condition your opponent into not using backdashes or vertical jumps to counter Tornado Throw, a vital component of Abel's close-range offense. The starting place for this is Combo I's first attack variation. Though it doesn't lead to much damage or a knockdown, there are no gaps for the enemy to reverse through, making an escape after the first hit impossible. Any of its hits can be staggered to purposefully leave a gap for the enemy to stick something out or jump, which is then punished with the remainder of the chain. If your enemy tries to do an attack against a gap, perform a quick CR.LP to counter hit it, then link into → + MK into Combo IV. → + MK itself can also be done to counter hit slower strikes or throw techs for a combo. Alternatively, CR.MP is also used as a high-level throw tech killer. It's used as a crouch tech by inputting CR.LP + LK + MP. If it connects against a late throw tech on counter hit, you can link directly into Combo IV (this is difficult, so plink it with ST.LP). If your opponent does a standing throw command very quickly, the crouch tech command should escape it.

Attacking with light attacks also means your recovery period is short if an enemy happens to backdash. In most cases you should have plenty of time to react to the backdash and punish it with → + MK into Combo IV. This requires a lot of focus, but it's a necessary technique to learn in order to deal with backdashes efficiently. Combo I also has several places you can install option selects to further defend against backdashes (see Combo I's notes).

If at any moment your initial offensive opening is blocked and you're pushed out by the subsequent hit-check, make the enemy guard → + MK ▷ dash to move back in again. If this is too slow to counter hit an attack they try, you'll have to fall back on ST.LK to beat whatever they do. You can also go for CR.MP ▷ ↻ + LP ▷ FADC to both counter hit incoming attacks for a big combo, and to move back into close range.

Once your opponent is conditioned to avoid using backdashes and jumps as countermeasures, start using Tornado Throw. HP Tornado Throw should be done at close distances on its own or after a single blocked CR.LP or LK. After two chained crouching light attacks, you're only in range for MP Tornado Throw. From as far out as 3 block light attacks, walk forward a tiny step to move into range for LP Tornado Throw. EX Tornado Throw can also be tossed into the mix when the threat of your opponent mashing on light attacks is still high.

An optional point-black range attack worth doing is CL. HK, which connects as an overhead against crouching opponents. This links into Combo V against most characters, which is potentially devastating if a lot of meter is available. It also doubles as a way of beating late crouch techs. If it counter hits an enemy teching late, it can be verified and linked into → + MK (Combo IV). You're even in range for this after a single blocked CR.LP. When meter isn't available, and when it doesn't counter hit, you're better off using the +5 frame advantage to go for a LP Tornado Throw or a → + MK 50/50 setup.

Wakeup Game

Any knockdown caused by Tornado Throw, Falling Sky, both of his normal throws, or Abel's sweep leads to potent wakeup setups.

The first involves Marseilles Roll, which is used against a rising enemy for a side-switch tactic. To set it up, land any combo that ends with CR. HP (2 hits) ▷ ↻ + HP, then backdash once, or land any Tornado Throw and dash once. After recovering from the dash in either case, quickly perform ↓ + LK or ↓ + MK. LK Marseilles Roll ends up in front of your enemy, while MK barely passes behind them. When you recover, this is the perfect time to go for Combo II, Combo V, or the throw of your choice. This setup is extremely difficult to guard at intermediate levels of play, but at high levels it can be option selected; there's a 3-frame recovery difference between LK and MK Marseilles Roll, so momentarily guard against a frontal assault first, then immediately swap to guarding the opposite direction within 3 frames, and you'll block attacks done on either side. However, doing this cannot compensate for Abel's Tornado Throw, and in fact the additional guard directional change makes them more vulnerable to it. The side switch also prevents the player from easily backdashing away from your attack, as they have no idea what side you'll be on for the appropriate input. Once they're wary of Tornado Throw, side switching into a combo then becomes viable again. Note that this tactic also works off of Abel's Tornado Throw; simply dash forward once then do either strength of roll.

Jumping MK can also be used as a cross-up to confuse your foe's blocking patterns. For example, land any combo ending with CR. HP (2 hits) ▷ ↻ + HP, then backdash once. If you jump forward from that position and do MK on the way down, it'll hit their front. If instead, you backdash then inch forward a single step before the jump, air MK will hit their back. A similar setup works off of Abel's forward throw. When you recover from the throw, immediately whiff → + MK, wait a split second, then jump forward with MK to hit their front. With perfect timing, this actually works as a safe jump against 4-frame reversals. Alternatively, forward throw, inch forward a step, then whiff → + MK and jump. Jumping MK will then cross-up. During frontal hits, you can swap out jumping MK with jumping LP to change up the amount of guard stun you're putting the enemy into, making ticks into throws more difficult to counter. Taking a step forward, then whiffing → + MK, also puts you in perfect range for Marseilles Roll cross-up variation.

Delayed wakeup can be done against any of these setups to ruin them. To compensate, wait a moment longer before jumping or rolling to keep your setups going. In most cases, you can react to the "Technical" prompt to know when you should compensate. Even when you can't, whiffing Marseilles Roll or jump before they stand puts you at no risk, and Abel's standalone counter hit and throw game is quite strong even without a setup.

Combos

I. CR. LK ▷ CR. LP, then link into either:

CR. LP ▷ CR. LK ▷ ST.LK
112 damage, 205 stun
CR. LP ▷ ↓ + P P ▷ → + P ▷ → + P
176 damage, 230 stun
CR. LP ▷ ↓ + P P ▷ FADC, CR. HP (2 hits), ↓ ↓ + P P P
358 damage, 265 stun

The opening attack of this string can be option selected: if the enemy backdashes against the opening hit, input CR. + LP ▷ CR. + LP + HK to catch them with Abel's sweep. You can also shorten your string significantly and do CR.LP or CR.LK ▷ ST.LK + → + MK, which punishes a backdash against the opening hit with → + MK, leading into Combo IV. Note that you can chain into any crouching light attack 4-5 times; you don't have to adhere to the above string. CR.LK x 4 or CR.LP x4 ▷ ST.LK work too. CR.LK is better to chain into if your foe has a tendency to jump or buffer commands during strings, which can cause them to take a hit if they leave the crouch block position. CR.LP leaves you at a better frame advantage on guard or hit, which is much better for counter-hit setups and throw ticks following it. Canceling into EX Change of Direction should only be done when you're desperate for a knockdown, otherwise, meter should be saved for a FADC.

II. CR. LP, CL. HP (1 hit), then cancel into either:

↓ + HP ▷ → + P ▷ → + P
230 damage, 255 stun
↓ + HP ▷ FADC, CR. HP (2 hits) ▷ ↓ + LK, CL. HP ▷ ↓ + LK or ↓ + MK
267 damage, 355 stun
↓ + HP ▷ FADC, CR. HP (2 hits) ▷ ↻ + HP
315 damage, 415 stun
↓ + HP ▷ FADC, CR. HP (2 hits), ↓ ↓ + P P P
451 damage, 295 stun

Crouching LP can be replaced with CR. LK for a low opening hit, though this makes the link into CL. HP 1-frame, so plink it with ST.LK. This combo should be verified off of the first two hits. If they don't connect, do not cancel CL. HP and let its second hit push the enemy away. This leaves you at a -4 frame disadvantage, but you're generally not in range to be punished by most attacks (with obvious exceptions, like Ryu's Shinku Hadoken). The variation ending with a juggled CL. HP canceled into LK or MK Marseilles Roll is a reset that ends with a side-switch trick; LK ends up in front of the enemy, while MK ends up behind them. The worth of this has increased because of the advent of delayed wakeup, so consider using it often.



III. CR. HP (2 hits), then do either:

Cancel into ↻ + HP
270 damage, 350 stun
Cancel into ↺ + K K
290 damage, 350 stun
Juggle with ↓ ↓ + P P P
483 damage, 150 stun

CR. HP is at an unsafe -6 disadvantage when blocked. It's occasionally done on its own anyways because it leads directly into Ultra I without meter use, it catches attempts to jump away from Tornado Throw, and because a varied mix-up beforehand may confuse the enemy enough to make the gamble worth it (like after a Marseilles Roll side-switch). It's possible to cancel CR. HP into ↓ + LK and then juggle with ↻ + HP. This has the added bonus of building slightly more Super Gauge due to the whiffed roll, though when guarded, this leaves you at an even bigger frame disadvantage than you're normally at.

IV. → + MK ▷ → →, then link into either:

CL. HP (1 hits) ▷ ↓ + HP ▷ → + P ▷ → + P
280 damage, 305 stun
CL. HP (1 hits) ▷ ↓ + HP ▷ FADC, CR. HP (2 hits) ▷ ↓ + LK, CL. HP ▷ ↓ + LK or ↓ + MK
317 damage, 405 stun
CL. HP (1 hits) ▷ ↓ + HP ▷ FADC, CR. HP (2 hits) ▷ ↻ + HP
365 damage, 465 stun
CL. HP (2 hits) ▷ ↓ ↓ + P
458 damage, 300 stun
CL. HP (2 hits) ▷ EX Red Focus ▷ dash, ↓ ↓ + K K K
469 damage, 370 stun
CL. HP (1 hits) ▷ ↓ + HP ▷ FADC, CR. HP (2 hits), ↓ ↓ + P P P
501 damage, 345 stun

The link after → + MK, unless it counter hits, is 1-frame, so plink CL. HP with LP for consistency. Note that the EX Red Focus variation is only worth doing directly into Breathless, since all other combo variations are severely weakened by damage scaling.

V. Enemy crouching, CL. HK, then link into either:

ST. LK
70 damage, 100 stun
ST. MP ▷ ↓ ↓ + P
378 damage, 150 stun
CR. LK ▷ ↓ + P P ▷ → + P ▷ → + P
170 damage, 205 stun
CR. LK ▷ ↓ + P P ▷ FADC, ↑ + HP, ↓ ↓ + P P P
391 damage, 245 stun

Linking after CL. HK requires the opponent to be crouching, and the links after it are prone to hitbox problems that cause consistency issues. For example, the link into CR. LK misses and doesn't work against Abel, Adon, Balrog, Blanka, Dan, Dhalsim, Dudley, Elena, El Fuerte, Gen, Guy, Hakan, Hugo, Juri, Poison, Rolento, Rufus (sometimes works, but is finicky), Sagat, Seth, T. Hawk, and Zangief. Against Adon, Dan, Dhalsim, Dudley, El Fuerte, Guy, Hakan, Hugo, Rufus, Seth, T. Hawk, and Zangief, you can link into CR. LP ▷ ↓ + P P instead. As has been mentioned in Abel's close-range section, a counter hit CL. HK can be linked into → + MK into Combo IV, or CR. MP ▷ Change of Direction.

VI. Against jumping enemy, CR. HP (2nd hit only), then juggle with either:

Cancel into ↓ + LK, ↻ + HP
200 damage, 250 stun
↓ + LP, ↻ + P P
198 damage, 220 stun
↓ ↓ + P P P
413 damage, 50 stun

The second hit of CR. HP must hit, or else the opposing character will not be put into a limited juggle state. This requires you to do it very early against a jump to ensure it is fully extended before it makes contact. LK Marseilles occasionally passes behind the enemy if CR. HP hits a jump directly overhead, requiring you to reverse the command for Falling Sky. It's possible to simply do CR. HP ▷ HP Falling Sky, but the height requirement for CR. HP to still hit with its second strike and for the enemy to be low enough for Falling Sky to grab is strict. The second combo variation listed inflicts less damage than the first, but it does not have the confusing side-switch issue the first combo does.

ADON

First appearance: *Street Fighter* (1987)



Data

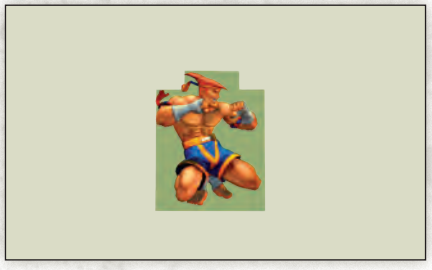
STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	1000	B
Forward Walk Distance Per Frame	0.05	A
Backward Walk Distance Per Frame	0.035	B
Dash Duration in Frames	19 frames	B
Dash Distance	1.49668	A+
Backdash Duration in Frames	8 invincible, 7 airborne, 7 recovery (22 total)	S
Backdash Distance	0.75	E
Pre-jump Frames	4 frames	A
Jump Duration in Frames	34 frames	S
Diagonal Jump Distance	1.65	A+

W Ultra Damage: 75%

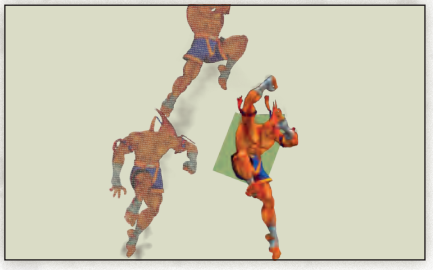
Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	15
ON HIT	+6
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

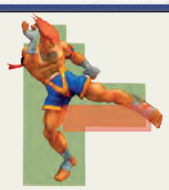
HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	15
ON HIT	+4
ON BLOCK	-1
CANCEL	SP, SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	35
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	75
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	9
ON HIT	+5
ON BLOCK	-1
CANCEL	SP, SU

NOTES Forces standing

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	21
ON HIT	-2
ON BLOCK	-6
CANCEL	SP, SU

NOTES Juggle potential 1

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	13
ON HIT	+0
ON BLOCK	-3
CANCEL	SU

NOTES —

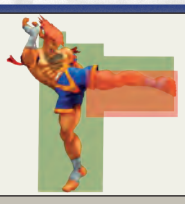
HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	14
ON HIT	+5
ON BLOCK	+1
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	75
STUN	100
STARTUP	8
ACTIVE	4
RECOVERY	13
ON HIT	+0
ON BLOCK	-3
CANCEL	—

NOTES —

HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 80
STUN	100, 100
STARTUP	9
ACTIVE	2, 4
RECOVERY	17
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES Both hits juggle potential 1

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	6
ON HIT	+6
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	11
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	3
RECOVERY	16
ON HIT	+4
ON BLOCK	-1
CANCEL	SU

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	14
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	110
STUN	200
STARTUP	9
ACTIVE	2
RECOVERY	21
ON HIT	—
ON BLOCK	-5
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	45
STUN	50
STARTUP	4
ACTIVE	16
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	85
STUN	100
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~4f lower body projectile invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility

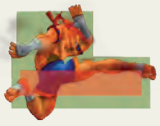
Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	45
STUN	50
STARTUP	4
ACTIVE	12
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	85
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

NORMAL THROWS

You can increase Adon's throw range (using his far standing HK) to give him enough range throw without walking forward after two ticks. After a forward throw Adon has a 6-frame safe jump against standard wakeup timing by dashing forward and then jumping in. For an opponent using delayed wakeup you can dash, whiff a crouching LP, and then land a jumping heavy attack. Adon's back throw has more range than his forward throw, but it does not grant an easy safe jump with a heavy attack for guaranteed pressure after you land. You can set up an ambiguous cross-up on Adon's back throw by taking a slight step backward, then jumping forward and crossing-up with MK. You can time a jump to make it safe against reversals by whiffing LP, but if your opponent does a delayed anti-air, it will hit.



Jaguar Carry LP + LK

DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.937

Jaguar Slam ⟲ + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.051

FOCUS ATTACKS

After turning his back to his opponent, Adon spins forward kicking downward with his knee. Adon's front leg isn't on the ground during this attack, so it has a tendency to go over some active low attacks. Adon's focus attack reaches moderately far, allowing you to reliably use it in mid-range against characters that aren't good at breaking Focus Attacks from that range. Since Adon doesn't have any special attacks that you can cancel that leave an opponent standing, there isn't much practical application for a Red Focus Attack outside of attempting to use standing HP as a whiff punish and cancelling that into the Red Focus Attack.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	39
ON HIT	-25 (-3)
ON BLOCK	-25 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18 + 11
ACTIVE	2
RECOVERY	39
ON HIT	–
ON BLOCK	-19 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	61
ACTIVE	2
RECOVERY	44
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	39
ON HIT	-25 (-3)
ON BLOCK	-25 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18 + 11
ACTIVE	2
RECOVERY	39
ON HIT	–
ON BLOCK	-19 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	61
ACTIVE	2
RECOVERY	44
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Jaguar Crunch → + MP

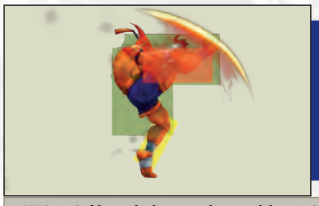


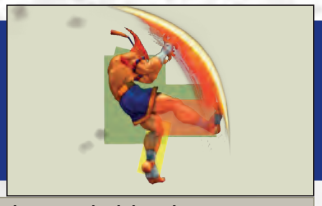
HITS	2
BLOCK LEVEL	H
DAMAGE	30, 50
STUN	50, 50
STARTUP	23
ACTIVE	2,2
RECOVERY	13
ON HIT	+3 (+2)
ON BLOCK	-2
CANCEL	–

NOTES Lower advantage on crouching opponent

Jaguar Crunch: Adon pauses for a moment and leans forward while smashing his elbow downward. This two hit attack must be blocked high. Like many overhead attacks, Jaguar Crunch has different frame advantage when it hits high or low. If you hit a standing opponent with this attack, you have enough frame advantage to link afterward. If you hit a crouching opponent you still have enough advantage to pressure or attempt to step forward and use a kara throw. However, if your opponent blocks the first hit and is hit by the second due to attempting to block low, Adon retains the additional hit stun and can link afterward.

SPECIAL MOVES





NOTES 4~26f lower body projectile invincibility, 6~27f airborne, armor break, lower damage against airborne opponent

LK Jaguar Kick ↝ + LK

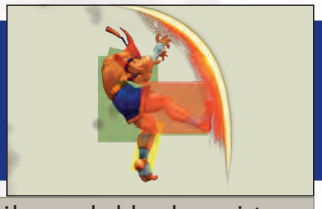
HITS	1
BLOCK LEVEL	HL
DAMAGE	130 (90)
STUN	180
STARTUP	20
ACTIVE	6
RECOVERY	21
ON HIT	-2
ON BLOCK	-3
CANCEL	100

HK Jaguar Kick ↝ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (100)
STUN	180
STARTUP	22
ACTIVE	8
RECOVERY	20
ON HIT	-3
ON BLOCK	-5
CANCEL	200

NOTES 1~2f projectile invincibility, armor break, 2~25f airborne, 2nd hit hard knockdown, lower damage against airborne opponent





NOTES 4~26f lower body projectile invincibility, 7~29f airborne, armor break, lower damage against airborne opponent

MK Jaguar Kick ↝ + MK

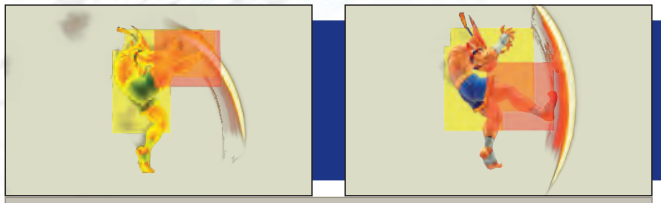
HITS	1
BLOCK LEVEL	HL
DAMAGE	130 (90)
STUN	180
STARTUP	21
ACTIVE	7
RECOVERY	20
ON HIT	-2
ON BLOCK	-3
CANCEL	150





Jaguar Kick: Adon jumps and does a forward flip, attacking with an axe kick on the way down. Jaguar kicks are generally safe on block, except against grapplers. Most of the time Jaguar Kicks hit late in their active frames giving you enough advantage to press your the opposing character as they recover. In some cases the LK version of Jaguar Kick can cross over a crouching opponent leading to a confusing mix-up and generally leaving you at -1 on hit and block. This is easiest to use on wider opponents like Abel and E. Honda.

The EX version is a two hit overhead attack that knocks down on the second hit and can occasionally be used to hit an opposing character in a juggle state. Aside from the LK version, all Jaguar Kicks can go over projectiles, but Adon must be close to the opposing character in order to hit them. All versions of Jaguar Kick break armor.



NOTES 1~24f projectile invincibility, 2~25f airborne, armor break, 2nd hit juggle potential 1, 2nd hit hard knockdown against grounded foe

EX Jaguar Kick ↷ + K K

HITS	2
BLOCK LEVEL	H
DAMAGE	80, 70
STUN	90, 110
STARTUP	20
ACTIVE	2, 3
RECOVERY	1+21 ON GROUND
ON HIT	–
ON BLOCK	-2
CANCEL	100



LK Airborne Jaguar Kick
During vertical or forward jump

↖ ↑ ↗ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	160
STARTUP	14
ACTIVE	7
RECOVERY	12 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

MK Airborne Jaguar Kick
During vertical or forward jump

↖ ↑ ↗ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	160
STARTUP	15
ACTIVE	5
RECOVERY	12 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

HK Airborne Jaguar Kick
During vertical or forward jump

↖ ↑ ↗ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	160
STARTUP	16
ACTIVE	3
RECOVERY	12 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

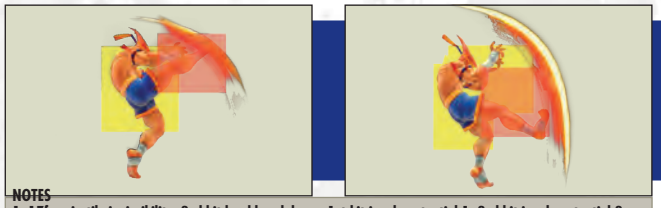
NOTES –

Airborne Jaguar Kick: Adon's Airborne Jaguar Kicks have slightly different properties than his ground ones. He can only use them in his forward jump or neutral jump; Adon cannot perform a jump back Jaguar Kick. The aerial version changes Adon's jump trajectory allowing you to either stuff some attempts to beat Adon's ordinary jump-in attacks or simply make some other anti-air attacks whiff. Airborne Jaguar kicks do not break armor, but the EX version still hits twice and knocks down on the second hit. The EX version is also invincible to projectiles until the attack has ended, making this a useful tool for dodging projectiles in an emergency.

You can perform Airborne Jaguar Kicks from the lowest altitude possible by using a "tiger knee" like technique: ↖ ↑, then hit the corresponding button. There needs to be a slight delay between the jump and when you press the kick button. Against certain characters, you can cancel an instant neutral jump MK into LK Jaguar Kick, land, and then continue a combo, see Combo III for more details.

EX Airborne Jaguar Kick
During vertical or forward jump

↖ ↑ ↗ + K K



NOTES
1~17f projectile invincibility, 2nd hit hard knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2

HITS	2
BLOCK LEVEL	HL, H
DAMAGE	90, 70
STUN	110, 90
STARTUP	11
ACTIVE	5,2
RECOVERY	12 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–



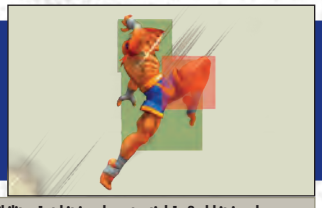


NOTES 1~5f lower body invincibility, 1st hit juggle potential 1, 2nd hit juggle potential 2, puts opponent in limited juggle state, soft knockdown

LK Rising Jaguar ↙ + LK

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 80
STUN	100, 70
STARTUP	4
ACTIVE	2 (6) 4
RECOVERY	17+13 ON GROUND
ON HIT	–
ON BLOCK	-13
CANCEL	SU





NOTES 1~6f upper body invincibility, 1~5f throw invincibility, 1st hit juggle potential 1, 2nd hit juggle potential 2, puts opponent in limited juggle state, soft knockdown

MK Rising Jaguar ↙ + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 50
STUN	110, 70
STARTUP	5
ACTIVE	2 (6) 5
RECOVERY	22+13 ON GROUND
ON HIT	–
ON BLOCK	-19
CANCEL	SU

HK Rising Jaguar ↙ + HK

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 100
STUN	70, 120
STARTUP	5
ACTIVE	2 (6) 9
RECOVERY	22+13 ON GROUND
ON HIT	–
ON BLOCK	-23
CANCEL	SU

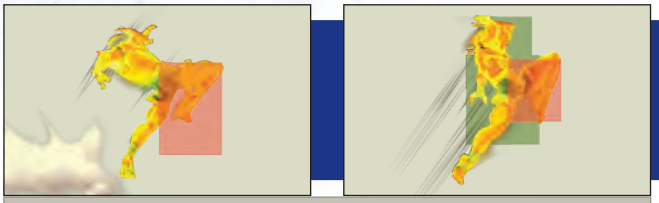
NOTES 1~6f invincible, 2nd hit juggle potential 2, puts opponent in limited juggle state, soft knockdown





Rising Jaguar: Adon performs a rising knee strike that hits his opponent twice. All versions of Rising Jaguar are throw invincible. The LK version works as a low crush, while MK version works as a high crush or as anti-air. Adon's HK and EX versions have complete invincibility. If only one hit of Rising Jaguar connects with the opponent in a neutral state, it puts them in a limited juggle state. Aside from the HK version, Rising Jaguar can be used to juggle.

EX Rising Jaguar ↓↘ + K K



HITS	3
BLOCK LEVEL	HL
DAMAGE	80, 40, 40
STUN	100, 60, 60
STARTUP	5
ACTIVE	4 (8) 2, 6
RECOVERY	24+10 ON GROUND
ON HIT	–
ON BLOCK	-19
CANCEL	SU

NOTES 1~8f invincible, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, puts opponent in limited juggle state, soft knockdown

LK Jaguar Tooth ↓↘ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	AFTER WALL 12
ACTIVE	4
RECOVERY	20 ON GROUND
ON HIT	+1
ON BLOCK	-4
CANCEL	–

NOTES Armor break, puts airborne opponent in limited juggle state

MK Jaguar Tooth ↓↘ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	AFTER WALL 13
ACTIVE	5
RECOVERY	17 ON GROUND
ON HIT	+3
ON BLOCK	-1
CANCEL	–

NOTES Armor break, puts airborne opponent in limited juggle state

HK Jaguar Tooth ↓↘ + HK

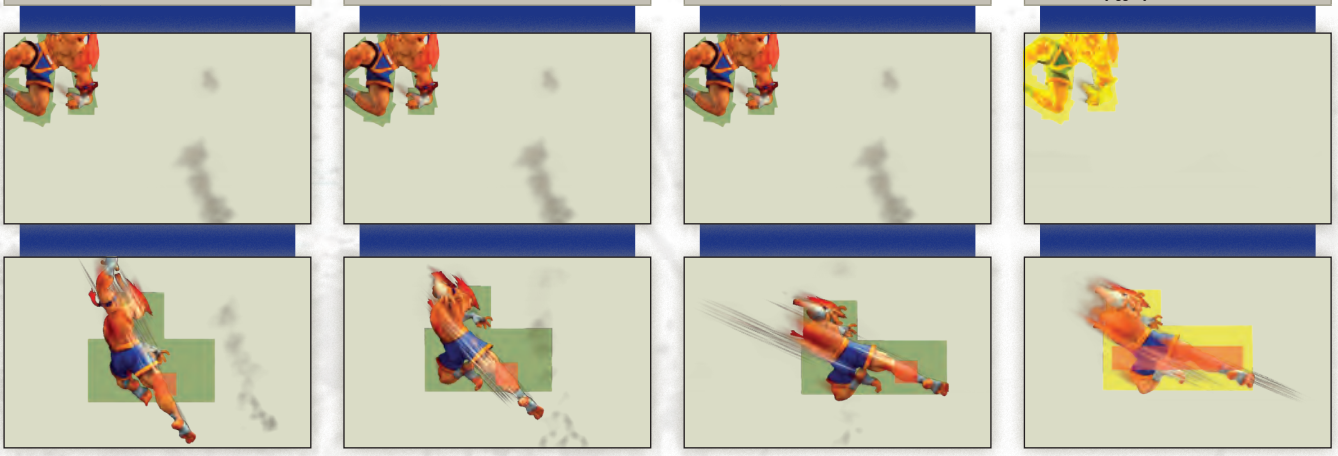
HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	AFTER WALL 14
ACTIVE	7
RECOVERY	18 ON GROUND
ON HIT	+0
ON BLOCK	-2
CANCEL	–

NOTES Armor break, puts airborne opponent in limited juggle state

EX Jaguar Tooth ↓↘ + K K

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	AFTER WALL 7
ACTIVE	7
RECOVERY	20 ON GROUND
ON HIT	–
ON BLOCK	-5
CANCEL	–

NOTES Projectil invincible after first frame, armor break, puts opponent in limited juggle state, soft knockdown, juggle potential 1



Jaguar Tooth: Adon jumps back to the wall and dives off while kicking downward. The angle of Jaguar Tooth is determined by the strength of the kick used. If any Jaguar Tooth strikes an airborne opponent, they are knocked down. EX Jaguar tooth is projectile invincible from startup until landing and it puts the opponent in a limited juggle state on hit. All versions of Jaguar Tooth break armor.

SUPER & ULTRA COMBOS

Jaguar Varied Assault

↓↓ + P



HITS	6
BLOCK LEVEL	HL
DAMAGE	320
STUN	0
STARTUP	1+7
ACTIVE	3 (9) 2 (11) 2 (11) 2 (18) 3 (39) 3
RECOVERY	26+14 ON GROUND
ON HIT	–
ON BLOCK	-64

NOTES Hard knockdown, hits 1~5 have juggle potential 1 and do not raise juggle count, 6th hit juggle potential 1, 7th hit juggle potential 2, 8th hit juggle potential 3

Thousand Jaguars

During Jaguar Varied Assault: mash P



HITS	18
BLOCK LEVEL	HL
DAMAGE	355
STUN	0
STARTUP	20
ACTIVE	3 (14) 1 (2) 2 (2) 1 (3) 1 (2) 2
RECOVERY	31
ON HIT	–
ON BLOCK	-12

NOTES Replaces normal ender, hard knockdown

Jaguar Assassin

During Jaguar Varied Assault: mash K



HITS	3
BLOCK LEVEL	HL
DAMAGE	350
STUN	0
STARTUP	19
ACTIVE	3 (17) 4 (6) 3 (8) 5
RECOVERY	41+27 ON GROUND
ON HIT	–
ON BLOCK	-83

NOTES Replaces normal ender, hard knockdown, full juggle potential

Super Combo: Jaguar Varied Assault: Adon dashes forward and relentlessly assaults his foe with furious elbow strikes. After it connects, Adon hits the opponent with five elbow strikes, you have the option of three follow-ups. By default Adon jumps at his opponent and strikes with a knee and elbow simultaneously. Your opponent must be on the ground to land the majority of hits, thus Adon is incapable of comboing into Jaguar Varied Assault from a Super cancelled Rising Jaguar.

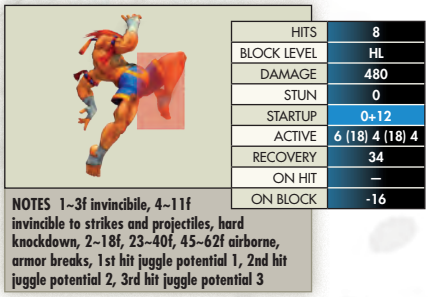
Thousand Jaguars: If you mash the punch buttons during Adon's Super he will rapidly jab the opponent between 5 and 13 times, depending on how hard you mash. This is Adon's most damaging follow-up option dealing five more damage than the kick follow-up on successful hit. There is a gap in this attack when the Super connects on block, before Thousand Jaguars hits your opponent.

Jaguar Assassin: Adon finishes his Super Combo by launching his opponent and hitting him with three rising knee strikes. This option gives you the most time to set up offense, while the opponent is rising. There is a gap in this attack when the Super connects on block before Jaguar Assassin hits your opponent.

UCI: Jaguar Revolver: Adon performs three Jaguar Kicks in a row before going into a cinematic sequence where he launches his opponent and strikes with four elbows before finishing with a Rising Jaguar. Jaguar Revolver travels different distances according to the direction you hold; at maximum range Adon is just shy of full screen. You should primarily use this Ultra to punish your opponent's predictable fireball attempts or moves that lead to disadvantage that push Adon out—such as Honda's Sumo Headbutt, Blanka's Rolling Attack, or a blocked crouching HK by Ryu. As fast as Ultra Combo I is, you can use it as a whiff punish for certain slow moves, if you have the foresight to buffer the ↺ ↺ in advance.

Jaguar Revolver

↺ ↺ + K K K



HITS	8
BLOCK LEVEL	HL
DAMAGE	480
STUN	0
STARTUP	0+12
ACTIVE	6 (18) 4 (18) 4
RECOVERY	34
ON HIT	–
ON BLOCK	-16

NOTES 1~3f invincibile, 4~11f invincible to strikes and projectiles, hard knockdown, 2~18f, 23~40f, 45~62f airborne, armor breaks, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3

Jaguar Avalanche

↻ ↻ + K K K



HITS	9
BLOCK LEVEL	HL
DAMAGE	430
STUN	0
STARTUP	0+10
ACTIVE	4 (6) 5 (23) 2
RECOVERY	25+38
ON HIT	–
ON BLOCK	-72

NOTES 1~11f invincible, hard knockdown, armor breaks, 1st hit juggle potential 1, 2nd hit juggle potential 2, goes into cinematic after 2 hits



UCII: Jaguar Avalanche: Adon starts off with a Rising Jaguar, combos into an Airborne Jaguar Kick, grabs his opponent and pummels them with elbow strikes to the top of the head, and finishes his opponent with a Jaguar Tooth. Jaguar Avalanche is a versatile Ultra that is well suited for any match. You can land Jaguar Avalanche off of a variety of different combos, turning stray hits into high damage combos.

Recommended Ultra Choice: Ultra II or Double Ultra depending on the matchup

With W Ultra Adon's Ultra combos are scaled to 75% damage. In all matches you can make good use of Ultra II for additional damage off of most combos involving Rising Jaguar. Ultra I is mostly used as a raw punish against characters with projectiles or moves that technically leave the opponent at a disadvantage, but usually end up safe because of how far apart the characters are pushed; in a matchup against these sorts of characters you can use Ultra I to either deter your opponent from using these attacks, or as a punish when the opportunity presents itself. However, this does not take away from the additional damage a combo into Ultra II will give you.

Overview

PROS:

- Quick walk speed and strong pokes with good range create an advantage at mid-range.
- Special attacks that come from a variety of angles make it hard for opponents to keep Adon out.
- Fastest jump in the game allowing you to quickly go from a mid-range game to a close up offensive game.
- Good mix-ups off of knockdowns allow you to press an opponent for additional damage.

CONS:

- Slightly lower than average vitality.
- Trouble opening up defensive opponents who have good answers to Jaguar Kick.
- Adon's high-low mix-ups don't work on all characters, character specific knowledge is required for some matchups.

Adon is an offensive character who is most powerful when he is directly on top of his opponent. Although strong in a mid-range game, he is able to quickly establish close range with an array of special attacks and quick jumps that an opponent can have trouble reacting to. Your goal with Adon is to get near your opponent and open them up with the threat of throws or frame traps, and then continue offense after a knockdown using safe jumps and ambiguous setups to easily score another combo.

Your objective playing Adon is to get in on your opponent and fight at close range. You can achieve this by:

- Using Adon's mobility at long range to get past opponents' projectiles and move in closer
- Using Adon's fast walking speed and his far reaching standing HK and his Jaguar Kicks to pressure opponents at mid-range
- Advantageous normals to set up throws and frame traps that open up your opponent at close range
- Following up knockdowns with safe offense consisting of high-low setups and ambiguous cross-ups

ADON'S TUNING HISTORY

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
No longer wakes up 7 frames faster than other characters	Standard safe jump setups now work on Adon
CL. MP advantage on hit increased from -1 to +6	Now enough advantage for link combos
CL. HP advantage on hit increased from +2 to +4 on hit	Now enough advantage for link combos
CL. LK active frames reduced from 4 to 3	Less useful as a meaty attack
CL. MK advantage on hit increased from +2 to +4	Now enough advantage for link combos
ST. LP, ST. MP, CR. MP hitboxes extended forward	Increased usefulness for Adon's ground game
CR. HP startup reduced from 11 frames to 9, advantage on hit increased from +2 to +4	Better advantage on hit allowing Adon to continue pressure
LK, MK, HK Jaguar Kick damage increased from 130 to 140	—
MK Jaguar Kick hitbox changed	CL. HP now combos into MK Jaguar Kick
LK Rising Jaguar damage redistributed from 80, 50 to 50, 80	Allows higher damage in some combos
EX Jaguar Tooth no longer flashes yellow until after it reaches the wall	Opponent has less time to determine when Adon will invincibly pass through projectiles

Arcade Edition to 2012 Update

CHANGE	EFFECT
CL. MP advantage on hit increased from -6 to -4	Safer on non-canceled hit
Focus attack hitbox lowered	Less frequently low profiled by low attacks
HK Jaguar Kick damage reduced from 140 to 130	—
Rising Jaguar hitbox extended forward	Connects in combos from further away
HK Rising Jaguar hitstop increased by 1f	Easier to EX Focus cancel
During Ultra I bounding box lowered	Ultra I no longer goes over standing opponents

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CL. HK hitbox extended forward and upward	Works better as anti-air, hits more consistently in juggle combos
CR. LP advantage on hit increased from +5 to +6	Enables easier link combos
Jaguar Crunch advantage on hit decreased from +4 to +3 on standing opponent	Harder to use in link combos
MK Jaguar Kicks damage reduced from 140 to 130, block damage reduced from 35 to 33	—
HK Jaguar Kicks damage reduced from 130 to 120, block damage reduced to 30	—
LK Rising Jaguar 2nd hit floats opponents higher	Easier to follow-up with a 2nd LK Rising Jaguar near corner
LK, MK, HK Rising Jaguar EX Focus Cancel forward dash now -5 on block	Now unsafe on block even when Focus cancelled
EX Air Jaguar Kick 2nd hit now overhead	Gives Adon additional high low mix-up potential
MK, HK Air Jaguar Kick blockstun reduced by 2 frames	Best frame data when blocked from its lowest height is now -2
HK Jaguar Kick damage decreased from 130 to 100 against airborne opponents, reduced hitbox	Allows Adon a slightly stronger punishment against characters attempting to escape
Airborne Jaguar Kicks chip damage reduced by half	—
Ultra I hitbox changed, damage reduced from 510 to 480	Easier to hit successfully hit close opponents without jumping over them
LK and MK Jaguar Kick damage reduced from 140 to 90 against airborne opponents	—

LONG RANGE

Between advancing special attacks that are safe on block, variable jump arcs, and a fast walking speed, Adon is well suited for approaching an opponent at long range and particularly good at getting around any projectiles that might be standing in the way. As long as you avoid being over eager to get in close range, or predictably attempting the same method of entry over and over, your opponent will be hard pressed to keep you out.

Adon's Jaguar Tooth (↷ + K) can cross the entire stage almost immediately. As Adon flies back to the wall your opponent has plenty of time to recognize the attack, but not enough time to discern which version of the attack you are using. Since LK Jaguar Tooth doesn't travel very far it is generally safe to use from full screen against characters with rising anti-air attacks similar to Ryu's Shoryuken. Your opponent will have to make a decision on whether to attempt to beat your Jaguar Tooth with an uppercut, or to ignore it in case you are attempting to bait an opening. Sadly, this isn't a universal strategy because characters with horizontal moving invincible attacks like E. Honda and M. Bison can punish all versions of Jaguar Tooth with the same option.

An opponent trying to keep Adon at bay with projectiles is fighting a losing battle. Adon's ordinary jump is quite fast allowing him to more easily jump over projectiles. EX Jaguar Tooth is projectile invincible from startup until the attack has ended. If you read that your opponent is going to throw a projectile you can punish the opposing character from full screen and use Combo VI or a variation without an Ultra.

HK Airborne Jaguar Kick (↗ + HK) extends Adon's jump range to approximately three quarter screen length, allowing you to easily pass over projectiles as you approach your opponent. On hit, you can convert an Airborne Jaguar Kick to combo IX if you are close enough. If an Airborne Jaguar Kick whiffs, there is enough recovery that you are likely to be punished upon landing, so make sure you are within range to reach your opponent before using it. Jumps that require the additional range from this attack quickly lose their unpredictability and become as easy to hit with anti-air attacks, just like any other jumping attack. From long range, only use maximum range HK Airborne Jaguar Kick sparingly or your opponent will get used to the quirk of your approach and hit it with an anti-air every time. However, you can bait an opponent into throwing out an uppercut by merely jumping from this range and not attacking as you land.

Even though Ultra I works exceptionally well at punishing projectiles, you don't need to be solely reliant on his Ultra to get past a projectile (as characters like E. Honda) because you already have many options to get around your opponent's zoning attempts. Ultra I will allow you to react to a projectile from approximately three quarters screen and get a high damaging punish.

MID-RANGE

Your goal in mid-range is to knock your opponent down, or use Adon's speed and multiple angles of approach to get past your rival's defense, in order to begin close up offensive pressure. Although there are several paths to reach this goal, it is most easily achieved by forcing your opponent to block an Airborne Jaguar Kick that is done low to the ground. However, in order to land an Airborne Jaguar Kick, you must convince your opponent that you intend to fight on the ground using Adon's strong normals and quick walk speed. Adon's strongest tool on the ground at this range is his standing HK; it hits twice, deals 120 damage if both hits connect, and has excellent range. Even though it is safe on block, it recovers slowly, so (if you misjudge your spacing) an opponent who is looking for it can whiff punish it if the opposing character has an attack with enough range. Use a bait and switch tactics to train your opponent and set them up for failure. When your opponent incorrectly chooses to try and whiff punish your standing HK there will not be enough time to react to either an Airborne Jaguar Kick, or perhaps even an ordinary jump-in attack. Either of these options will put you into a preferable situation—on offense, at point blank range.

Aside from standing HK, Adon has some other excellent normals in this range. His crouching HK is reasonably fast with good range and at -5 on block it is quite safe. This attack is also Adon's best whiff punish. If your opponent is keeping you at bay with pokes that are slow enough to react to, simply step forward and move just outside of range and punish your opponent's poke with the crouching HK sweep. After successfully landing crouching HK, you can follow the knockdown with a 5-frame safe jump that can be timed by whiffing a crouching LP and then jumping. If you feel that your opponent is likely to use a delayed wakeup, whiff a crouching MK for timing instead. Jaguar Crunch (→ + MP) has excellent range and, while not particularly fast, is annoying enough that it can cause your opponent to divert their attention to blocking an overhead attack instead of watching out for other attempts to get into close range. Crouching MP and MK are reasonable pokes on their own but, when cancelled to LK Jaguar Kick, enable a safe way to approach. If you're afraid of an anti-air normal being used to counter your Jaguar Kick you can cancel to the HK version instead to attack from the front without getting as close to your opponent. This will give you a shot at stuffing your foe's chosen anti air.

When your opposition recognizes your goal of landing an Airborne Jaguar Kick, you will have to come up with a way around Focus Attacks at mid-range. A predictable Airborne Jaguar Kick can easily put you on the receiving end of a Level 2 Focus crumple—not an ideal situation. Since it is a long range poke with two hits, Adon's standing HK excels at crushing a Focus Attack. The grounded version of Jaguar Kick and Jaguar Tooth break armor naturally. It takes Jaguar Tooth some time to reach the corner before becoming active, so it doesn't make for the most effective Focus breaker. Jaguar Kick is often more reliable for exactly this reason. Even on counter hit, you won't get the opportunity to combo off of a Jaguar Kick unless it hits very meaty. But, it will still train your opponent not to use Focus Attacks against Adon and allow you to use the much more advantageous airborne version.

If your foe is occupied by looking for an opportunity to hit a Jaguar Kick with anti-air you can sneak in and either pressure from up close or go for a kara throw. If you can step just inside of standing HK range you can attempt a simple hit confirm combo (crouching LP, crouching MP ▷ ↙ + LK) scoring you a knockdown and a safe approach to your opponent. When attempting to walk up to your opponent it is most advisable to rely on Adon's back throw, due to the additional range, which allows you to cut your approach short by 2 frames.

From mid-range, an opponent's projectiles are almost worthless against Adon. Low altitude Airborne Jaguar Kicks easily go over most characters' projectiles with the exceptions of Gouken, Juri, Poison, and Sagat. EX Jaguar Kick works well against these characters because it has projectile invincibility until the end of its active frames. If you chose W Ultra or Ultra I you can still use Jaguar Revolver to punish an opponent's projectiles up close—due to a change in Adon's hitboxes he will no longer hop over an opponent at this range, so you will now get full damage.

While attempting to get in on your opponent it is also of the utmost importance to keep your opponent off of you. Adon's HK Rising Jaguar (↙ + HK) is the only normal version of the move that has true invincibility. The MK version has upper body invincibility, but it can be counter hit by a deep enough jumping attack. If you have meter to spare, an anti-air Rising Jaguar can lead to Ultra II. So jumping in at Adon is still very risky, if your opponent is trying to avoid your ground game. Adon's normals are a bit lacking as anti-air, but CL. HK works well enough against an opposing character jumping in right on top of you, while crouching HP can hit an opponent jumping in front of you. Neutral jumping LK, MK, and HK all work well if you can manage to be at least as high as your foe (if not higher).

CLOSE RANGE

When close to your opponent, Adon's offense is primarily based around hunting for a knockdown by forcing your opponent to choose between blocking a frame trap or attempting to tech a throw. Once you score a knockdown, use one of Adon's many safe jumps to follow up with guaranteed pressure. Ideally, you can lead right into the same situation again with an ambiguous mix-up. Adon's offense is based around variations of Combo I. You can use differing amounts of both crouching LP and crouching LK, throws and kara throws to keep your opponent guessing and blocking. You can also add in an occasional overhead to continue the pressure. Combo I starts off of 4-frame crouching LK but can be substituted for 3-frame crouching LP if speed is more important than punishing an opponent for standing. Upon confirmation that your opposition is blocking you can stop after two or three ticks and either: use a HK kara throw if you feel that your opponent is going to continue guarding, simply walk forward with staggered light attacks if you wish to continue your offense up close, attempt to frame trap with either crouching MP ▷ ↻ + MK or crouching MP on its own if you feel your opponent will stick out an attack, block, or use HK or EX Rising Jaguar if you feel your opponent is likely to use an invincible attack to take you out of your offense. If you give up your offense you'll probably have to return to a mid-range game-plan and either try to get back in with an Airborne Jaguar Kick or go back to using grounded, mid-range normal attacks.

While you are in close, you should avoid using a back throw unless you are cornered, since range is not an issue and Adon gets a much better safe jump setup off of his forward throw. Once your opponent is afraid of your throw setups they may attempt to throw tech to avoid the scenario. This leaves your foe open to frame traps. If your opponent is trying to tech your throws early, Combo X will enable you to punish their escape attempt for high damage. If your opponent is attempting to throw tech later, you can stagger several close or standing LP while walking forward. This allows you to hit confirm before linking either a standing LK ▷ ↻ + LK or a crouching MP ▷ ↻ + K. If you are close to your opponent, you can possibly go for an HK Rising Jaguar followed by a safe jump. Farther out, you will need to use a weaker version due to range. If your opponent is cornered, you should attempt to create enough space with your combo to hit with only the second hit of LK Rising Jaguar allowing you to juggle with a second Rising Jaguar—as in Combo VII.

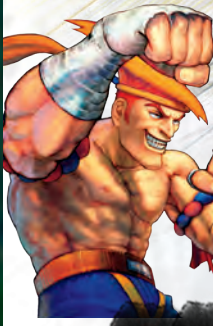
If you confirm a hit at close range, you should try to combo into HK Rising Jaguar. The HK version leads to an easy 6-frame safe jump setup—against an opponent who does a quick wakeup simply hold up forward. If an opponent's invincible reversal is active on 8 or slower, such as Cody's EX Zonk Knuckle or E. Honda's EX Sumo Headbutt, you can option select HK Rising Jaguar off of either the safe jump created by HK Rising Jaguar or your forward throw. You can also option select Adon's crouching HK between two crouching LPs to catch your opponent backdashing out of offensive pressure. If you've knocked your opponent to the ground without enough time to use a safe jump, a MK or HK Jaguar Tooth just before your rival wakes up will dodge a reversal. This works especially well if your opponent thinks the reversal is safe by spending the meter to EX Focus cancel and instead is sailing through the air and punished on landing.

If you believe that your opponent respects your safe jump setups, you can attempt to go for either an empty jump followed by crouching LK, an empty jump followed by a throw, an empty jump followed by a HK Rising Jaguar, or an ambiguous mix-up. Adon's neutral jumping MK and HK both point downward so far that they can hit your opponent as he is rising with a jump. After using a safe jump HK against a standing opponent, hold ↓ as you're landing and immediately use a neutral jumping MK ▷ ↻ + LK as in Combo III. Against Abel, Adon, Balrog, C. Viper, Cody, Dee Jay, Guile, Guy, M. Bison, Rufus, Sagat, and Seth you can use a less damaging variation of either neutral jump MK ▷ ↻ + K K or simply use neutral jumping HK. Ambiguous mix-ups are complimented by empty jump low setups because your opponent will be trying to block a pair of overhead attacks and you can hit low in-between the timing of the two overheads instead.

While on offense up close, you should try to vary your attacks to keep your opponent looking for attacks that you won't commonly rely on as part of your typical gameplan. After you've been attempting to frame trap your opponent, you can mix in a Jaguar Crunch. This attack works well, even though it's a slow overhead that can easily be blocked on reaction, because it keeps your opponent guessing and creates misdirection. Adon's diagonal jump can work much the same way; Adon's jump can be quite frustrating to deal with due to its speed. Landing an anti-air reversal against a cross-up jump takes a lot of concentration. If your opponent isn't specifically looking for it, you can likely sneak one in. Once you have trained your opponent to look for attacks coming at odd angles, you can take the opportunity to move back in for a kara throw.

You have all of the standard options when trying to escape from opponents at close range—you can backdash, Focus backdash, wait until your opponent pushes you out, or attempt a reversal. When forced to counter with a reversal, it's important to keep in mind that HK Rising Jaguar into FADC forward is no longer safe from punishment. EX Rising Jaguar into FADC forward remains -2 on block, so you may want to hold on to some extra meter to keep your reversal attempt safe. If you can find a moment to go on the offensive and either hit your opponent, or make the opposing player block a crouching LK or MK and cancel to LK Jaguar Tooth if you have room behind you to escape, or HK Jaguar Tooth if you are in a corner. Use caution with this against a foe with very fast horizontal attacks, such as Chun Li's Hosenka or Dudley's Rolling Thunder. If your opponent is looking for this tactic, it can be punished quite hard. Tall characters like Sagat and Seth will physically impede this escape plan from a corner if they are standing, leaving you more disadvantaged on block than normal after a blocked Jaguar Tooth. If you need to escape from a taller opponent, and Jaguar Tooth isn't an option, you can use the speed of Adon's jump and try to come down with a cross-up MK or simply attempt a reversal HK or EX Rising Jaguar.





Combos

I. CR. LK, CR. LK, CR. LP ▷ ↓↘ + LK

195 damage, 259 stun

Adon's basic hit confirm combo that works on the entire cast. Crouching LP has a slightly faster startup of 3-frames, rather than 4 (for the tradeoff of losing 10 damage per attack and no longer being low). You can link crouching MP instead of crouching LP for 24 more points of damage at the expense of requiring a 1-frame link. Even though the link works on the whole cast of characters, on many characters Adon will actually lose damage mid-screen due to the first hit of Rising Jaguar whiffing. However, in a corner this can lead to additional damage by juggling into a second Rising Jaguar similar to Combo IX.

II. CR. LK, CR. MP ▷ ↓↘ + MK ▷ FADC forward, ↻↻ + K K K

431 damage, 238 stun

The first hit of Adon's MK Rising Jaguar does more damage than the first hit of other versions, so it is important for you to use it when comboing into Jaguar Avalanche. If an Ultra is not available, you can juggle the opponent with MK Rising Jaguar, EX Rising Jaguar, or close standing HK. Against wider characters, if you need additional time for hit confirmation, you can include a second crouching LK for a slight damage reduction.

III. Neutral Jump + MK ▷ ↻ + LK, CR. LK ▷ ↓↘ + HK

302 damage, 433 stun

Cancel Adon's neutral jumping MK into a LK Jaguar Kick at the lowest possible altitude, then follow-up this with the ground combo. With the exception of Hugo, this only works when the opponent is standing, so you must use an ambiguous mix-up by either forcing your opponent to block a jumping HK and then jumping immediately upon landing, or by executing a meaty jumping MK on top of the opposing character when they stand up. Learning this technique gives you a tricky 50/50 setup in the matches where it works and is well worth the effort. This combo works against Dudley, Hakan, Hugo, Juri, Vega, T. Hawk, and Zangief.

IV. CL. HP ▷ ↓↘ + MK ▷ FADC forward, ↻↻ + K K K

486 damage, 310 stun

Similar to Combo II, but less damage scaling because of the lack of hit confirmation. If you don't have access to Ultra II, you can juggle with the same options as Combo II.

V. CR. HP ▷ ↻↻ + HP, mash punches

429 damage, 200 stun

Adon's big punish combo into Super. Since Adon's Super requires the opponent to be grounded, you cannot Super cancel a Rising Jaguar for additional damage. You have three follow-up options after you land a Super. The punch follow-up deals the most damage, while the kick follow-up leaves you at point blank range with plenty of time to setup a jump-in attack.

VI. ↻ + K K, ↻↻ + K K K

467 damage, 200 stun

The EX version of Jaguar Tooth puts opponents in a limited juggle state, but Adon is too far for a combo outside of a corner. You can also juggle with close HK or MK Rising Jaguar if Jaguar Avalanche is not available. The best time to use EX Jaguar Tooth is when the opponent is predictable with fireballs and you are either directly in the opposite corner or you don't have access to Ultra I. Without Ultra II you can juggle your opponent with a MK or EX Rising Jaguar or, if you are close to your opponent, you can opt to instead juggle with close HK.

VII. CR. LP, CL. MK, CR. MP ▷ ↻ + LK, ↻ + LK

287 damage, 381 stun

This combo works against an opponent standing near the corner, but not against all characters in the cast. The first two links both require 1-frame precision; plink MK with LK and MP with LP to make these links easier. The first hit of the Rising Jaguar will whiff while the second hit will hit meaty allowing you to land and juggle with a second LK Rising Jaguar. Due to the *USFIV* change increasing an opponent's height after the 2nd hit of LK Rising Jaguar, you can now use these combos on all characters. Adon can now link stronger Rising Jaguars but, unless he hits in the later frames of LK Rising Jaguar, this can be less consistent than simply using two LK Rising Jaguars. You do not have time to juggle into Ultra II. An alternative setup for this combo is to use either four crouching LKs or three crouching LKs followed by a crouching MK, then cancelling to LK Rising Jaguar.

VIII. ↻ + MP, CR. LK ▷ ↻ + HK

240 damage, 302 stun

Jaguar Crunch has more advantage on hit on a standing opponent—this combo will not work against an opponent who is crouching. Because it is a two hit attack, Jaguar Crunch can break armor moves and net a counter hit against a standing opponent, increasing the window to link the crouching LK from 1 to 4 frames or allowing you to go for a more damaging crouching MP.

IX. During jump ↻ + HK, ST. LK ▷ ↻ + MK ▷ FADC forward, ↻↻ + KKK

361 damage, 298 stun

Airborne Jaguar Kick works similar to a jump-in attack as a combo starter, allowing you enough time to land a combo on a grounded opponent. The closer Adon is to the ground as Jaguar Kick hits, the more advantage you will have. If you hit low enough, you can use a more damaging attack than standing LK instead.

X. CR. LP, CL. MK, CR. MP ▷ ↻ + HK

258 damage, 363 stun

Due to the slight gap between crouching LP and close MK on block, this combo doubles as a frame trap to catch an opponent using an early throw tech. Since the gap is 2 frames wide, an opponent who uses a 3-frame move can cause a trade. An opponent who opts to throw in this position can actually grab you out of the startup of close MK, since throws take precedence over strikes. If your opponent is attempting to beat or trade with your frame trap, you may be better served by using a second crouching LP rather than a close MK.

XI. ↻ + MK ▷ FADC forward, ↻↻ + KKK

437 damage, 110 stun

A simple combo into Ultra. MK Rising Jaguar can be substituted for the HK version—HK Rising Jaguar has the advantage of being completely invincible until it's active at the cost of 40 damage and stun.

XII. CR. HP ▷ lv.1 EX Red Focus Attack ▷ ↻ ↻, ↻↻ + KKK

431 damage, 280 stun

Playing Adon, you won't have many opportunities to land a Red Focus Attack. This combo does slightly more damage than crouching HP cancelled to Super at the exchange of one stock of Super meter for full Ultra meter.

AKUMA

First appearance:
Super Street Fighter II Turbo (1994)

Data

STAT	VALUE	RANK
Vitality	850	D-
Stun Threshold	850	E
Forward Walk Distance per Frame	0.055	S
Backward Walk Distance per Frame	0.04	A
Dash Duration in Frames	18	B+
Dash Distance	1	D
Backdash Duration	8 invincible, 10 airborne, 7 recovery (25 total)	A
Backdash Distance	0.9	C-
Pre-jump Frames	4	A
Vertical Jump Duration in Frames	36	B
Diagonal Jump Distance	1.92499	B

W Ultra Damage: 60%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

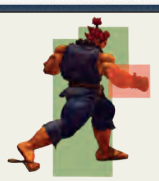
LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	13
ON HIT	+4
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	4
ACTIVE	2
RECOVERY	26
ON HIT	-6
ON BLOCK	-10
CANCEL	SP, SU

NOTES —

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	—

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	4
ACTIVE	2
RECOVERY	14
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES Forces standing

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 70
STUN	125, 75
STARTUP	6
ACTIVE	2 (4) 4
RECOVERY	17
ON HIT	+2 (+1)
ON BLOCK	-3
CANCEL	SU

NOTES Less advantage on crouching opponent, only cancelable on 1st hit

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	4
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	16
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	9
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 30
STUN	125, 200
STARTUP	8
ACTIVE	2 (8) 2
RECOVERY	16
ON HIT	+5
ON BLOCK	-2
CANCEL	—

NOTES Forces standing

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	4
ACTIVE	3
RECOVERY	9
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (70)
STUN	200 (150)
STARTUP	6
ACTIVE	4
RECOVERY	23
ON HIT	-4
ON BLOCK	-9
CANCEL	SP, SU

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	13
ON HIT	-2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	24
ON HIT	—
ON BLOCK	-9
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincible

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincible

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincible

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincible

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

NORMAL THROWS

Akuma's forward throw is a palm strike to the chest that flings the opponent across the stage. Like most forward throws, this one is best used as an offensive tool to set up a mix-up. You have enough advantage off of a forward throw to close the gap and apply offensive pressure or to set up specific hard knockdown mix-ups. For example: forward throw followed by dash, dash, jump forward HK or cross-up HK Hurricane Kick. This is a common 50/50 mix-up you can use against most characters after the forward throw (see Setups for more). Additionally, forward throw can be kara-canceled with an input of → + HP ~ LP + LK for increased range.

Akuma's back throw isn't as effective as his forward throw. Akuma grabs the opponent and delivers a chop that leaves the enemy directly behind him. You won't be able to capitalize with a normal jump follow-up, but you can use LK Demon Flip and its follow-ups as a mix-up. You can go for any of the three Demon Flip follow-up attacks: dive kick to bait out dragon punch reversals, throw to punish a defensive opponent, or palm (Hyakki Goho) to hit opponents holding → or trying to jump out. Alternatively after back throw, you can apply your up-close pressure game consisting of frame traps, throws, crouching LK attacks (see Combo I), and overheads.



Goshoha LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.912

Syuretto ← + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.912

FOCUS ATTACKS

Akuma leans back during the charge phase and, on release, delivers a far-reaching palm strike. Akuma's Focus Attack is a strong complementary component to his mid-range game. With its evasive charging hurtbox and its release range reaching slightly past his crouching MK, his Focus is a dominating threat in most mid-range footsie engagements. Akuma's Focus Attack can be used to deter opponents from committing to crouching mid-range attacks and projectiles. Condition your opponents with crouching MK ▷ Gohadoken strings and standing HP pokes. The enemy will feel pressured and may want to try to counter-hit your pokes. Use Focus Attack to fish out these pokes and punish their recovery with a Level 2 release.

Against mid-range projectiles, Focus Attack reaches far enough to hit retracting limbs (like a Hadoken's extended hurtbox). Making a good read against a mid-range projectile can usually net you a Level 2 Focus Attack crumple. Alternatively, you can Focus absorb dash cancel through on reaction to single-hit fireballs and punish with a forward throw or crouching LP.

Akuma's Red Focus Attack, however, is limited in use. Red Focus cancels don't offer much to Akuma, but his normal Focus Attack dash cancels are more than adequate for hit-check and combo purposes. At best, you can cancel a CL. HP or ST. HP (within range) into EX Red Focus and release for an easy crumple combo. Otherwise, saving your Super Gauge for FADC use is recommended.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18 + 11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	40
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18 + 11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	40
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Zugaihasatsu

→ + MP



HITS	2
BLOCK LEVEL	H
DAMAGE	30, 50
STUN	50,50
STARTUP	17
ACTIVE	2, 2
RECOVERY	17
ON HIT	+0
ON BLOCK	-5
CANCEL	–

NOTES Forces standing

Zugaihasatsu: Akuma delivers a 2-hit overhead chop to the opponent's head. Like Ryu's Collarbone Breaker, Zugaihasatsu is a complementary attack to crouching MK and crouching HK. Use this attack after instilling the fear of your crouching MK combos (see Combo XI) against overly-defensive opponents at range or up close. It's also an excellent way to finish off an opponent's remaining vitality or to land the remaining stun damage (if you've been keeping track of the stun count). At -5 on block, it's relatively easy to punish up close. On hit, you're left at +/-0; you can safely follow up with crouching MK pressure or another surprise → + MP.

Tenmakujinkyaku

Peak of forward jump ↑ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	4 ON GROUND
ON HIT	+9 MAX
ON BLOCK	+6 MAX
CANCEL	–

NOTES –

Tenmakujinkyaku: Akuma alters his forward jump trajectory with a steep downward "dive kick" that must be blocked high. Dive kicks can be used in a variety of ways. A dive kick can be used at long range to slightly reduce the distance in your forward jump, potentially baiting out a punishable anti-air from your enemy. Using it this way allows you to safely jump forward over long-range projectiles, so you gain ground without committing to the distance of a normal forward jump.

As part of a mix-up, the dive kick makes for a strong deceptive attack when posturing for a cross-up jumping LK or MK. For instance, after connecting with a crouching HK, a common follow-up is to cross-up with jumping MK. Opponents may react to a forward jumping arc by preemptively holding → to block the cross up, scoring you a frontal dive kick combo.

As with all dive kicks, its frame advantage depends on the height of its impact. Against most standing opponents, dive kick is usually +/-0 on block and +4 on hit. Taller characters will leave you with less advantage, so take the opponent's height into consideration before committing to your attack. For example, a high-altitude dive kick hitting a standing Sagat cannot be linked into a 3-frame Shoryuken. However, a blocked dive kick is usually not punishable save for instant command throws or two-frame Supers.

SPECIAL MOVES





Gohadoken ↓↘→ + P

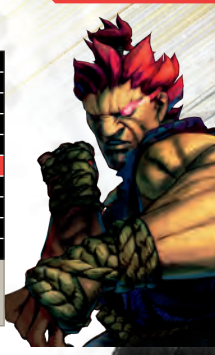
HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	14
ACTIVE	–
RECOVERY	31
ON HIT	+0
ON BLOCK	-4
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, soft knockdown on airborne opponent

EX Gohadoken ↓↘→ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 60
STUN	100, 100
STARTUP	14
ACTIVE	–
RECOVERY	31
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES Soft knockdown, puts airborne opponent in limited juggle state, 2nd hit juggle potential 1



Gohadoken: Akuma's Gohadoken is a slightly altered variation of the classic Hadoken. It recovers slightly earlier than Ryu's fireball but deals 10 less damage and has one frame fewer of startup.

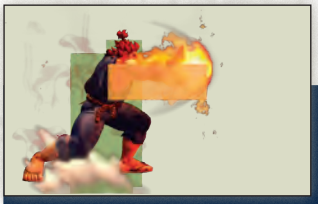
At full screen, Gohadoken is used in conjunction with Zanku Hadoken for screen control and to gain ground. All three normal Gohadoken versions have the same properties except travel speed. The varying speeds between the three versions can be used at full screen to keep the enemy guessing. Use LP Gohadoken to leave a threat with a longer-duration on screen, allowing you to advance behind it. Use HP Gohadoken to reduce the time your opponent has to react, rewarding you with small chip damage and frame advantage. Thanks to its relatively low recovery, Akuma will generally have the upper hand in most projectile wars. Keep in mind that since Akuma has the second lowest health in the game, using Gohadoken too predictably can cost you over half of your health bar off of an opponent's clean jump-in attack.

At mid-range, use HP Gohadoken as an extension of your pokes. Its speed will make it difficult for opponents to react, which helps in conditioning them to jump towards you, anticipating fireballs; this rewards you with an opportunity to use anti-air HP Goshoryuken.

The recovery of Gohadoken can be Focus Attack dash canceled, allowing for anti-air trapping techniques. For instance, in a situation when the opponent can't afford to block or Focus absorb one of your projectiles, Focus Attack dash cancel out of your Gohadoken and punish the airborne opponent with either standing HP (against neutral jumps at range), or HP Goshoryuken.

Like Ryu, crouching MK ▷ Gohadoken will be your primary mid-range poke sequence. It is important to note that this attack string is never a true blockstun combo. Even at point-blank range, opponents can reply with a reversal or Focus Attack after blocking your crouching MK; keep this in mind as good players will take advantage of this weakness.

EX Gohadoken is a 2-hit, fast-traveling projectile that causes soft knockdown. This can be used to gain more frame advantage or to counter single-hit projectiles. At the cost of one meter, you can easily gain ground momentum against other projectile-based characters with smart use of EX Gohadoken. Additionally, it can be used to finish crouching light attack combos against crouching targets (see Combo I).





LP Shakunetsu Hadoken ↓↘→ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	200
STARTUP	25
ACTIVE	–
RECOVERY	26
ON HIT	–
ON BLOCK	-4
CANCEL	SU

NOTES Soft knockdown, juggle potential 2

MP Shakunetsu Hadoken ↓↘→ + MP

HITS	2
BLOCK LEVEL	HL
DAMAGE	35, 35
STUN	50, 100
STARTUP	25
ACTIVE	–
RECOVERY	33
ON HIT	–
ON BLOCK	-3
CANCEL	SU

NOTES Soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2

HP Shakunetsu Hadoken ↓↘→ + HP

HITS	3
BLOCK LEVEL	HL
DAMAGE	33 X 3
STUN	35 X 3
STARTUP	25
ACTIVE	–
RECOVERY	39
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES Soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2 and does not cause juggle counter to go up, 3rd hit juggle potential 3

EX Shakunetsu Hadoken ↓↘→ + P P

HITS	3
BLOCK LEVEL	HL
DAMAGE	47 X 3
STUN	70, 70, 100
STARTUP	19
ACTIVE	–
RECOVERY	27
ON HIT	–
ON BLOCK	+11
CANCEL	SU

NOTES Soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2 and does not cause juggle counter to go up, 3rd hit juggle potential 3

Shakunetsu Hadoken: Shakunetsu Hadoken is a special red fireball. The three normal versions all have the same startup, but vary in recovery. MP Shakunetsu Hadoken is a 2-hit fireball and HP Shakunetsu Hadoken is a 3-hit fireball; use these versions at full screen to beat out single-hit projectiles to gain zoning advantage. Most projectile trades will result in forcing the opponent to jump over the remaining hits of the red fireball, giving you a slight edge.

These multi-hit red fireballs can also be used to punish Focus absorb techniques, as well. If an opponent is predictably charging a Focus Attack at mid-range, keep them in check with MP or HP Shakunetsu Hadoken.

While Shakunetsu Hadoken has a long startup and practically telegraphs what you're doing, you can set up an anti-air trap with LP Shakunetsu Hadoken. Since your opponent will be trained to jump over the second and third hits of the MP and HP versions, trade a single-hit projectile with LP Shakunetsu Hadoken and immediately follow it up with LP Gohadoken. If you space yourself correctly and the opponent reacts to the trade with a forward jump, you'll get them to land on your follow-up Gohadoken thanks to the low recovery of LP Shakunetsu Hadoken.

Be careful not to overuse your red fireballs. Within jump distance, they can be punished on reaction with a clean jump-in combo.

Zanku Hadoken
During Jump ↓↙← + P



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	14
ACTIVE	–
RECOVERY	16 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Puts airborne opponent into limited juggle state, soft knockdown on airborne opponent

EX Zanku Hadoken
During Jump ↓↙← + P P



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 40
STUN	50, 50
STARTUP	8
ACTIVE	–
RECOVERY	9 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 2nd projectile active on 19f, puts airborne opponent in limited juggle state, soft knockdown on airborne opponent

Zanku Hadoken: Akuma's iconic "air fireball." This move is what separates Akuma from the rest of the cast in terms of zoning potential and aerial offense. The three normal versions vary in travel speed and flight path. LP Zankuu Hadoken travels at a steep angle landing at close-to-mid range, the HP version at a 45-degree angle reaching up to full screen, and the MP version somewhere in between.

Zanku Hadoken plays a large part in Akuma's overall strategy because it allows you to remain mobile at all times in the neutral game. Being able to cover any one of your jumps with a long-lasting active projectile on the screen affords an extreme amount of flexibility in both your defense and offense.

Choosing which version to use depends on what portion of the screen you want to cover. Generally, use LP Air Fireball to cover any space in front of you while deterring opponents from getting into close range. Use HP Air Fireball as an annoying full-screen zoning tool and MP Air Fireball to cover distances in between.

When approaching with a forward jump from long range, use HP Air Fireball if your opponent stays at a distance. If you notice the enemy walking forward into you, use the LP version. This keeps opponents from walking under and punishing your Zanku Hadoken. A unique aspect of Akuma's air fireball is that it briefly halts his descent, leaving him in the air longer. You can use air fireball just before you land to stay in the air while punishing an opponent's poke attacks. Forward jumping air fireball gives you an easy way of staging an offense.

Neutral jump air fireball is used to hold your ground while zoning the opponent or to force out mistakes. It's one of the most difficult tactics to deal with in *Ultra Street Fighter IV*. While jumping, assess the enemy's movements and come down with the appropriate version of the attack to keep the opponent out. Some characters have an exceptionally hard time dealing with Akuma's neutral jump air fireballs. Characters like E. Honda and Zangief have to commit to either jumping forward or giving up ground. If an opponent jumps over your air fireball on reaction to it, you will always recover in time to punish with an anti-air. If the enemy decides to block, you can follow up with a ground Gohadoken for added pressure.

Backwards jumping air fireball is mainly used as a defensive tool. If you're ahead in health, employ a jump back air fireball strategy to force the opponent into difficult situations. While you do give up ground by jumping back, you give a losing opponent no choice but to walk forward or jump into you. In *Ultra Street Fighter IV*, Akuma's air fireball from a backwards jump has an additional two frames of recovery. This gives opponents more time to punish you with projectile-invincible gap-closers (like Blanka's EX Rolling Attack and Balrog's Crazy Buffalo), so take this into account and consider faking an air fireball with a normal jumping attack to bait your opponent out.

EX Zanku Hadoken is a combination of two air fireballs thrown out one after the other at slightly different angles. It has less startup, has less recovery, keeps Akuma airborne longer, and provides a lot more frame advantage. Like his other air fireballs, it can be used both defensively and offensively. While it's a good way to force chip damage onto an opponent or to keep an opponent out during your back jump, it is best used as an engagement tool.

From mid-to-long range, use a forward jump EX Air Fireball at the peak of your jump to keep an opponent grounded while giving you massive frame advantage for your mid- and close-range attacks. On block, you can easily go for → + MP overhead or a crouching MK attack string. On hit, it provides enough hitstun to link into a standing HK combo (see Combo XIII).

At closer ranges, you can use an input of ↑, ↖, ←, ↺ + P P to execute a low-altitude EX Air Fireball. This essentially gives you a free opportunity to get into point-blank range, and on hit allows you to link into a ground combo.

A common punish to Akuma's normal air fireballs is to trade it with a sweep or hard knockdown attack. For instance, if you go for a neutral jump and descend with a low-altitude LP Air Fireball, Ryu can punish Akuma's recovery with a crouching HK. Even though he gets hit by your LP Air Fireball, he gets the better end of the deal through damage and knockdown advantage. To counter this, you can descend with a low-altitude EX Air Fireball instead. Akuma stays in the air longer so he will avoid the crouching HK while hitting Ryu with both fireballs, resulting in a ST. HK combo or crouching HK hard knockdown.

In *Ultra Street Fighter IV*, EX Air Fireball can be used during any version of his Demon Flip. This opens up a wider range in which Akuma can apply EX Air Fireball pressure. For instance, at full screen, Akuma can simply HK Demon Flip in and cancel it into EX Air Fireball for safe aggression.

LP Goshoryuken ↓↘ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (70)
STUN	100
STARTUP	3
ACTIVE	14
RECOVERY	17+18 ON GROUND
ON HIT	–
ON BLOCK	-32
CANCEL	SU

NOTES 1~2f invincible, 3~4f invincible to throws, 3~16 lower body invincible, 6~33f airborne, soft knockdown, puts opponent in limited juggle state, damage lowered on active frames 3~14

MP Goshoryuken ↓↘ + MP

HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 60
STUN	80, 50
STARTUP	3
ACTIVE	2, 12
RECOVERY	25+18 ON GROUND
ON HIT	–
ON BLOCK	-34
CANCEL	SU

NOTES 1~5f invincible, 6~16f lower body invincible, 6~41f airborne, soft knockdown, puts opponent in limited juggle state, 2nd hit juggle potential 1

HP Goshoryuken ↓↘ + HP

HITS	3
BLOCK LEVEL	HL
DAMAGE	70, 50, 30
STUN	70, 50, 30
STARTUP	3
ACTIVE	2, 2, 12
RECOVERY	28+18 ON GROUND
ON HIT	–
ON BLOCK	-37
CANCEL	SU

NOTES 1~5f invincible, 6~18f lower body invincible, 8~46f airborne, soft knockdown, puts airborne opponent in limited juggle state, 2nd and 3rd hits put grounded opponent in limited juggle state, 2nd hit juggle potential 1, 3rd hit juggle potential 2

EX Goshoryuken ↓↘ + P P

HITS	3
BLOCK LEVEL	HL
DAMAGE	80, 60, 50
STUN	100, 50, 50
STARTUP	3
ACTIVE	2, 2, 12
RECOVERY	25+18 ON GROUND
ON HIT	–
ON BLOCK	-37
CANCEL	SU

NOTES 1~18f invincible, 8~46f airborne, soft knockdown, puts opponent in limited juggle state, 2nd hit juggle potential 1, 3rd hit juggle potential 2



Goshoryuken: Goshoryuken is Akuma's anti-air "Dragon Punch" special with slight differences in comparison to Ryu's Shoryuken. All three normal versions have longer recovery than most anti-airs, making them easier to punish.

LP Goshoryuken is invincible for only two frames, making it easy to stuff with jumping attacks. It can be used as an anti-ground reversal, but this isn't recommended. Since its recovery is longer than most LP Shoryuken attacks on block, it's usually not worth attempting because it can be punished with a full close-range combo. Since Akuma is a low-vitality character, you rarely want to commit to using LP Shoryuken as a ground reversal. Even on trades, your opponent may get the better end of the bargain thanks to Akuma's low health.

Both MP Goshoryuken and HP Goshoryuken are invulnerable for the first five frames, so these are your preferred anti-airs.

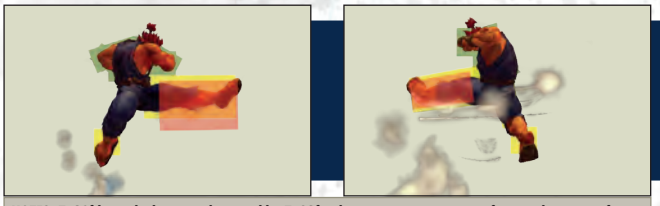
While HP Goshoryuken deals more damage, there is a significant advantage in using MP Goshoryuken. HP Goshoryuken only deals max damage if its first hit connects; meaning as an anti-air, the opponent must extend a big enough hurtbox for the first deep hit to land. So against most empty jumps, HP Goshoryuken will only deal a potential 80 damage while MP Goshoryuken can deal 130 damage.

EX Goshoryuken provides a whopping 18 frames of invincibility while doing 180 points of damage. Use this version to blow through other invulnerable moves or jumping attacks with long active periods (like Akuma's Air Fireball and Rufus's EX Messiah Kick). It can also be used to guarantee 47 points of chip damage against a downed opponent, thanks to its high amount of invincibility. At the cost of one stock of Super Gauge, EX Goshoryuken can be used in place of HP Goshoryuken for extra damage after a combo into LK Hurricane Kick.

LK Tatsumaki Zankukyaku

← + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	11
ACTIVE	2 (6) 2
RECOVERY	12+8 ON GROUND
ON HIT	–
ON BLOCK	-9
CANCEL	–



NOTES 7~20f lower body projectile invincible, 7~32f airborne, puts opponent into free juggle state, soft knockdown

MK Tatsumaki Zankukyaku

← + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 40
STUN	100, 50
STARTUP	5
ACTIVE	2 (5) 2 (5) 2 (5) 1
RECOVERY	16+12 ON GROUND
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES 7~26f lower body projectile invincibility, 7~42f airborne, 1st forces standing, only cancelable on 1st hit

HK Tatsumaki Zankukyaku

← + HK

HITS	3
BLOCK LEVEL	HL
DAMAGE	80, 40, 40
STUN	100, 50, 50
STARTUP	5
ACTIVE	2 (5) 1 (5) 1 (5) 1 (5) 1 (5) 1
RECOVERY	13+8 ON GROUND
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES 7~36f lower body invincibility, 7~49f airborne, 1st hit forces standing, 2nd and 3rd hits juggle potential 1

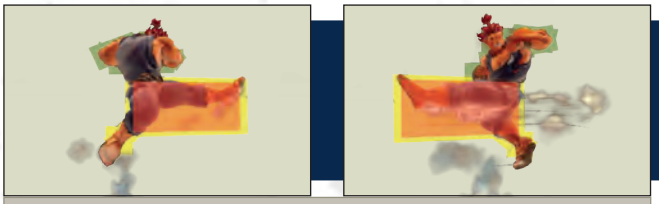


Tatsumaki Zankukyaku: This is Akuma's version of the "hurricane kick." The LK version is used primarily in combos because it applies free juggle state on hit (see Combo Index). The MK and HK versions hit grounded targets on the fifth frame which guarantees the follow-up spin kicks combo. You'll rarely use these in combos, save for specific situations (like against standing opponents at crouching MK range).

All Hurricane Kick versions have lower-body projectile invincibility so, like Ryu's, they can be used to get past projectiles. If you can successfully predict an opponent's projectile, you can throw out HK Hurricane Kick in anticipation and punish the enemy's recovery. Near the corner, you can add to MK and HK Hurricane Kick with a juggle of HP Goshoryuken. Since Akuma has such low vitality and has better options for dealing with projectiles, using hurricane kicks in this manner is not recommended.

EX Tatsumaki Zankukyaku

↶ + K K



HITS	5
BLOCK LEVEL	HL
DAMAGE	35 X 5
STUN	40 X 5
STARTUP	11
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	18+3 ON GROUND
ON HIT	–
ON BLOCK	-1
CANCEL	–

NOTES 6~27f lower body projectile invincible, 6~45f airborne, 5th hit puts opponent in limited juggle state, all hits juggle potential 5

The EX version is a stationary hurricane kick that hits grounded opponents while being airborne. This version can be used in ground combos against crouching opponents (see Combo I) or as a frame trap. It's airborne on the sixth frame and is relatively safe on block because of the distance it creates. As a frame trap, it will counter throws and will crush most low attacks. If you can connect with this in the corner, you can follow it up with a juggle of HP Goshoryuken for an additional two hits.



LK Airborne Tatsumaki Zankukyaku

During jump ↶ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAX
CANCEL	–

NOTES Puts opponent in free juggle state

MK Airborne Tatsumaki Zankukyaku

During jump ↶ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAX
CANCEL	–

NOTES Puts opponent in free juggle state

HK Airborne Tatsumaki Zankukyaku

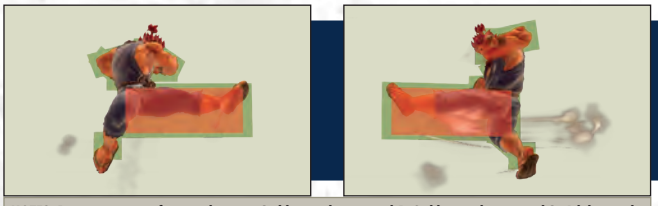
During jump ↶ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAX
CANCEL	–

NOTES Puts opponent in free juggle state

EX Airborne Tatsumaki Zankukyaku

During jump ↶ + K K



HITS	5
BLOCK LEVEL	HL
DAMAGE	40 X 5
STUN	50 X 5
STARTUP	7
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	4 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Puts opponent in free juggle state, 2nd hit juggle potential 1, 3rd hit juggle potential 2, 4th hit juggle potential 3, 5th hit juggle potential 4

Airborne Tatsumaki Zankukyaku: Akuma's "air hurricane kick" can be used to alter his jumping trajectory while leaving the opponent in a free juggle state on hit. From backwards jump, Airborne Tatsumaki Zankukyaku will halt Akuma's backwards movement. From a neutral jump, it will slightly move him forward. From a forward jump, he gains a large horizontal boost in momentum. Since Akuma has better options attacking from the air, you usually will not want to use Air Hurricane Kick in the neutral game.

Backwards jumping Airborne Tatsumaki Zankukyaku should never be used. Jump back Zanku Hadoken is always a better option. Neutral jump air Hurricane Kick can be used at mid-range to move forward over a projectile underneath you in cases where air fireball will cause you to land on the projectile. To get Hurricane Kick to extend its hitbox low to the ground, time the ↶ + HK input right after the apex of your jump. The second spin kick of your descending Hurricane Kick will hit most crouching characters if timed correctly.

Forward jump Airborne Tatsumaki Zankukyaku is mainly used to cross up and hit an opponent at a distance with its rear hitbox. Perform ↶ + HK slightly after the apex of your jump to get the rear hitbox to hit low to the ground, then follow up with a juggle (see Combo III). Cross-up hurricane kicks are best used after a hard knockdown (such as forward throw or crouching HK). The change in trajectory can also be used to set up an anti-air bait at mid-range. Jump at an opponent at an angle which is normally easy to anti-air and then input your ↶ + HK command after the peak of your jump; you'll fly over the anti-air and either hit the opponent with your rear spinkick or the opponent's attack will whiff, giving you an opportunity to punish them.

EX Airborne Tatsumaki Zankukyaku is mostly useless unless you really need to stay in the air. Use Air Fireball or EX Air Fireball instead.

Hyakkishu ↓↘ + K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	39
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 5~39f airborne, 27~37f can cancel into Gousho, Goujin, Gousai, or EX Zanku Hadoken

EX Hyakkishu ↓↘ + K K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	39
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 5~39f airborne, tracks opponent, 27~37f can cancel into Gousho, Goujin, Gousai, or EX Zanku Hadoken

Hyakkishu: Hyakkishu, better known as "demon flip," is a special jump with four unique follow-ups. The LK version is a close-range jump, landing about a character-length away. The MK version reaches as far as a normal forward jump does. The HK version is a flip that reaches a little further than half screen. EX Demon Flip is a tracking jump; it will jump to the target's location at the moment of its execution. It won't follow an opponent during its actual travel time. In *Ultra Street Fighter IV*, all versions of Hyakkishu can now be canceled into EX Air Fireball.

Hyakki Gozan During Hyakkishu no input



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	15
RECOVERY	14
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Hard knockdown

Hyakki Goho During Hyakkishu P



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	4 ON GROUND
ON HIT	–
ON BLOCK	+13 MAX
CANCEL	–

NOTES Armor break, hard knockdown

Hyakki Gojin During Hyakkishu K



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	11
ACTIVE	UNTIL GROUND
RECOVERY	4 ON GROUND
ON HIT	+17 MAX
ON BLOCK	+13 MAX
CANCEL	–

NOTES Forces standing

Hyakki Gozan: Hyakki Gozan is a follow-up slide if Demon Flip isn't canceled into anything while in the air. The slide hits low and causes a hard knockdown. At -11 on block, this move is easily punishable and never recommended. Use Demon Flip palm whiff into a low attack instead.

Hyakki Goho: Hyakki Goho is an armor-breaking "palm" attack follow-up from Akuma's Demon Flip. Its functionality is similar to most heavy jump-in attacks; it causes heavy blockstun and is largely safe on whiff. It also causes a hard knockdown on hit with a large amount of frame advantage, allowing for a mix-up opportunity. A powerful 50/50 setup you can use is to follow up Demon Flip palm with a cross-up LP Air Fireball. After palm, walk back a bit and then input ↑↖←↙ + LP. Depending on your timing and spacing, you can make this air fireball either a frontal hit or a cross-up attack.

Demon Flip palm is commonly used to eliminate Akuma's air recovery in certain mix-ups. For instance, off of a hard knockdown, you can go for an early Demon Flip palm whiff and land with a low attack for a tricky empty-jump-into-low combo. Off of max-range crouching HK, you can use HK Demon Flip palm whiff followed by crouching LP or crouching LK as a cross-up. This is a mix-up to using HK Demon Flip dive kick frontal attack and can be quite difficult to block because of how quickly Akuma flies over the opponent during his HK Demon Flip.

When using Demon Flip palm as a mix-up alternative to a Demon Flip throw, you can use an input of ↓↘ + K → ↑ + P ~ HK to input a crouching HK option select in case your opponent chooses to backdash from your potential Demon Flip throw. LK Demon Flip palm whiff can be used as a short jump as well. Use this to jump over projectiles without committing to a forward jump's range or use it to bait out an anti-air.

Hyakki Gojin: Hyakki Gojin is a highly active "dive kick" follow-up to Akuma's Demon Flip. In certain situations, Demon Flip dive kick can be used in place of your normal jump-in attack. On execution, Akuma slightly pauses in the air before diving down; this can be used to bait out and punish mistimed anti-air attacks. For example, Zangief's Lariat has to be timed late into your jump when used to anti-air your jump-in; a Demon Flip dive kick can cause him to Lariat too early giving you a full punish. On hit, this dive kick causes a great amount of hitstun while forcing the target into standing hitstun.

A well-placed Demon Flip dive kick in a mix-up situation can be used as both a frontal attack and as anti-air bait. Because it can be canceled at any time during a demon flip while changing Akuma's trajectory, it can cause forward-moving anti-air special moves to whiff. For example, off of a max range crouching HK against Ryu, perform HK Demon Flip canceled into a late dive kick. If the Ryu player chooses to wake up with a Shoryuken, Akuma will avoid the dragon punch with the angle of his dive kick giving you a free punish. Alternatively, you can cancel your demon flip earlier as a frontal attack into a devastating combo. In combination with your Demon Flip palm whiff cross-up attacks, Akuma can create largely ambiguous left/right setups off of a hard knockdown.

Hyakki Gosai During Hyakkishu LP + LK



HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	17
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown

Hyakki Gosai: This is a unique untechable "air throw" that's available from Akuma's Demon Flip. Unlike other air throws, Hyakki Gosai can only grab grounded opponents. It can throw crouching opponents, so the only way to avoid it is by being airborne (by jumping or backdashing) or being invincible (like with an anti-air reversal). Demon Flip throw can be used against overly-defensive opponents in a neutral situation or as a mix-up from a hard knockdown. While it's normally safe on whiff against jumps and backdashes, its recovery is long enough to prevent you from being able to follow it with an option select (Akuma can do this in "vanilla" *Street Fighter IV*). You can also set up a cross-up Airborne Tatsumaki Zankukyaku or a Demon Flip palm/dive kick mix-up off of Demon Flip throw (see Setups).

Connecting with a Demon Flip throw rewards you with a hard knockdown with plenty of advantage for a follow-up mix-up. A possible 50/50 after a Demon Flip throw is the following sequence: Demon Flip throw, forward dash, then choose between a forward jump low-altitude LP Air Fireball (using ↑↖←↙ + LP) or a forward jump high-altitude LP Air Fireball. The former is a frontal air attack while the latter is a cross up. They both lead into combos and are both safe to most anti-air reversals.

Ashura Senku: Ashura Senku is Akuma's renowned "teleport." As with most teleports, Akuma is invulnerable at startup and can teleport both forward and backwards. The punch version of his teleport travels a longer distance while the kick version teleports a shorter distance.



Punch Ashura Senku

or + P P P

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	61
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~49f invincible and can pass through opponent, 1~44f can cancel teleport into Ultra II

Kick Ashura Senku

or + K K K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	53
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~40f invincible and can pass through opponent, 1~36f can cancel teleport into Ultra II

Ashura Senku is primarily used as an escape maneuver. It's an additional option to Akuma's defense and is difficult to punish by many characters. Choosing which version to use depends on your position on the stage; if you have a large amount of space behind you against an opponent attacking from the front, use backwards teleport. The punch version is usually recommended, as it travels farther and is less likely to be punished. You can forward teleport against some jump-in attacks to throw your opponent off, especially when cornered; you may opt to purposely take a small punish with a forward teleport away from the corner in exchange for position. Assess your opponent's punish options and decide whether you can afford the life loss. Being cornered can sometimes be worse than losing a life lead.

Because of its shorter travel distance and lower total frames, the kick version of Ashura Senku can be used to bait out an anti-air. For instance, if you make a good read on a Cammy who's going to wake up with a reversal Cannon Spike, you can walk up to her and use the kick version teleport backwards to punish her.

Additionally, Akuma can cancel his teleports with Demon Armageddon. This opens up a few options for you, mainly to link his Ultra II off of ground normal attack (see Combo XV). You can also punish your opponent for attempting to punish your teleport by canceling your teleport into Demon Armageddon. For example, Cammy can react to your backwards teleport with a Spiral Arrow. Punish her by canceling your teleport into an input of ↓ ↓ + K K K. Note that teleport cannot be canceled during its recovery, meaning it's only cancelable while you're invincible. Another specific use for this is to punish a projectile sequence. At range, Ryu's crouching MK ▷ Hadoken is not a true blockstring. This means you can teleport after the crouching MK attack, confirm that Ryu has executed his Hadoken, then immediately input ↓ ↓ + K K K to punish his extended limbs. Use backwards teleport to keep yourself safe in case your opponent does not cancel crouching MK.

SUPER & ULTRA COMBOS

Super Combo: Raging Demon: Akuma's signature Raging Demon Super is best described as a moving command throw. At point-blank range, it's only escapable if the opponent is either already invincible or already airborne. Otherwise, it's a guaranteed 330 damage. Since it only has 1 frame of invincibility, it's not recommended as a ground reversal unless you make an extremely good read. It will beat out point-blank meaty attacks, but anything past point-blank range will stuff it.

Raging Demon LP LP → LK HP



HITS	15
BLOCK LEVEL	–
DAMAGE	20 X14, 50
STUN	0
STARTUP	1+0
ACTIVE	36
RECOVERY	13
ON HIT	–
ON BLOCK	–

NOTES 1f invincible, hard knockdown

Wrath of the Raging Demon LP LP ← LK HP



HITS	27
BLOCK LEVEL	–
DAMAGE	15 X26, 120
STUN	0
STARTUP	0+5
ACTIVE	33
RECOVERY	19
ON HIT	–
ON BLOCK	–

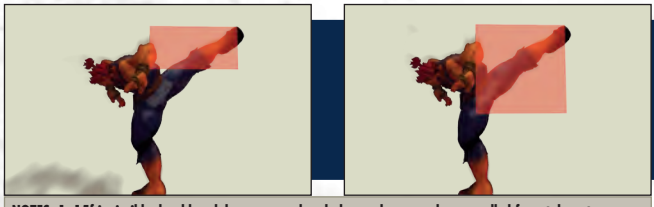
NOTES 1~6f invincible, hard knockdown

While Raging Demon's traditional input is LP, LP, →, LK, HP, you can simply combine the last three inputs into one: LP, LP, → + LK + HP.

Since you can cancel into Raging Demon from any ground attack, its best use is as a kara-canceled command throw from → + MP. Akuma's → + MP overhead attack has a long startup time and moves him far forward, so canceling to Raging Demon before the overhead's first active frame makes for a command throw that's almost impossible to react to. Use an input of → + MP + LP, LP, → + LK + HP to efficiently deliver this attack sequence.

Demon Armageddon

↓ ↓ + K K K



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 450 (50, 371)
STUN	0
STARTUP	0+14
ACTIVE	2
RECOVERY	46
ON HIT	–
ON BLOCK	-27

NOTES 1~15f invincible, hard knockdown, armor break, lower damage when cancelled from teleport

Alternatively, you can cover your Raging Demon inputs with a forward dash. Forward dash next to your opponent while ending the dash with a quick LP, LP, → + LK + HP input. If your opponent hasn't responded appropriately, you'll dash into point-blank range and deal 330 points of damage.

UCI: Wrath of the Raging Demon: Wrath of the Raging Demon is the Ultra version of Akuma's Raging Demon, dealing 510 points of damage with max Ultra meter. In *Ultra Street Fighter IV*, Wrath of the Raging Demon can be canceled from all ground normal moves except crouching HK (which makes crouching HK more punishable). With 6 frames of invincibility and 5 frames of startup, it can be used as a ground reversal or as an anti-air.

As with Raging Demon, Wrath of the Raging Demon can be executed with a shortcut input of LP, LP, ← + LK + HP.

Since its input involves standing LP, the best way to use Wrath of the Raging Demon as an anti-air is by canceling into it from a low-profile attack such as crouching MK.

Quickly input CR.MK + LP, LP, ← + LK + HP as your opponent descends from a jump to both lower your hurtbox and to punish the enemy's jump recovery.

Ultra I covers a long distance in a short period of time, so it can be used to punish moves that leave the opponent far away. Special moves like Blanka's LP Rolling Attack and Dhalsim's backwards jumping HP can be punished by Wrath of the Raging Demon.

Ultra I can also be used as an anti-armor move. If an opponent is Focus-fishing your crouching MK, you can immediately cancel into Ultra I to deal massive unscaled damage. This also applies to armor special moves like Balrog's EX Dash Punches if you can react with the input fast enough.

Unlike Raging Demon, Ultra I doesn't grab instantly so it's not very useful as an offensive attack. But it does have some startup invulnerability and a further travel distance, so it can be used in specific defensive wakeup situations. For instance, if you're on the ground against an opponent who's going for a cross-up jumping attack, you can Ultra I in response.

Your invincibility will get you through the attack and either auto-correct to punish the opponent or will just travel quickly away, leaving you safe. Assess whether or not your opponent can close large distances to punish you before committing to this defensive option.

UCII: Demon Armageddon: Demon Armageddon starts as a one-hit attack with an upward hitbox. On hit, Akuma goes into a dramatic hurricane kick cinematic that deals the remainder of its damage. With such a long startup and lack of a mid-hitbox, Ultra II on its own isn't very effective. Level 2 Focus Attack crumple dash-canceled into Ultra II doesn't even combo against many characters. Its primary application lies in its ability to be canceled from a teleport (See Ashura Senku and Combo XV for details). When Demon Armageddon is canceled from a teleport, it deals roughly 85% of its original damage (421 with full Ultra meter) and has a lower hitbox (it will hit a crouching opponent).

Recommended Ultra Choice: Ultra II

Although Demon Armageddon is more difficult to use than Wrath of the Raging Demon, it's a more flexible Ultra. Akuma is a momentum-based vortex character, so he's reliant on maximizing damage through his offense. Ultra II allows him to dish out much more damage from his hit-check combos, so it's generally recommended over Ultra I. It also provides some defensive usage (described in the Ashura Senku section) where Ultra I will not. Ultra I is only recommended in matchups that require you to punish armor attacks or special moves that are otherwise unpunishable.

Overview

PROS:

- Akuma is an extremely versatile and mobile character with strong offensive and defensive options
- His highly damaging combos paired with his difficult-to-block mix-ups from a hard knockdown make him one of the best vortex-based characters
- Played optimally, Akuma does not have many bad matchups and can potentially win a round off of a crouching HK knockdown
- Has a very fast walk speed, rivaled by only few
- Has an air fireball

CONS:

- Only has 850 health and 850 stun; some characters can K.O. Akuma in one or two combos
- Some of his techniques and combos are mechanically difficult to execute, so he has an extremely steep learning curve

Akuma is a technical character with a versatile tool set and fast walk speed. Through his air fireballs and exceptional zoning game, a good Akuma player can usually determine the pace of a match. Akuma also boasts one of the strongest mix-up games with his numerous offensive options off of a knockdown and high damage output. Your approach will vary depending on the character you're facing, but your primary goal with Akuma is to score a hard knockdown which leads into your difficult-to-block setups.

Your objective playing Akuma is to score a hard knockdown by forcing out a mistake from the opponent with his flexible skillset. You can achieve this by:

- Employing a strong zoning strategy at long range, inevitably luring out a mistake from the opponent
- Using his walk speed in conjunction with his fast crouching MK and crouching HK to outplay his opponents at mid-range
- Taking advantage of his high air mobility with offensive air fireballs and demon flips to engage his enemies
- Getting into close range and applying frame trap pressure with the threat of his forward throw



AKUMA'S TUNING HISTORY

Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
ST. HK damage reduced and redistributed from 50, 60 to 60, 40, startup increased from 7 frames to 8	Can no longer combo ST. LP into ST. HK, removes loop
CR. MP damage reduced from 70 to 60	—
CR. MK damage reduced from 70 to 60	—
CR. HK damage reduced from 100 to 90	—
CR. HK stun reduced from 200 to 100	—
MP Shakunetsu Hadoken damage reduced from 50, 50 to 35, 35	—
HP Shakunetsu Hadoken damage reduced from 50x3 to 33x3	—
EX Shakunetsu Hadoken damage reduced from 60x3 to 47x3	—
LP Shoryuken damage reduced from 130 to 100	—
MP Shoryuken damage reduced from 80, 80 to 70, 60	—
HP Shoryuken damage reduced from 80, 60, 50 to 70, 60, 30	—
Ultra I damage reduced from 600 to 510	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
ST. LP damage increased from 30 to 40	—
LP Shoryuken invincibility increased from frames 1~2 to 1~5	Better as reversal or anti-air
MP Shoryuken invincibility increased from frames 1~4 to 1~6	Better as reversal or anti-air
EX Tatsumaki Zankukyaku damage reduced from 40x5 to 35x5, stun reduced from 50x5 to 40x5	—
Aerial Tatsumaki Zankukyaku trajectory changed	No longer allows for corner escape
Ultra II hitbox extended downward when used during teleport	Less likely to be low-profiled by opponent

Arcade Edition to 2012 Update

CHANGE	EFFECT
ST. HK damage reduced from 60, 40 to 50, 30	—
Forward throw recovery increased by 2 frames	Weakens Akuma's post throw setup of dash x2 followed by Hyakkishu
Hyakki Goho no longer overhead	Reduces trickiness of Hyakkishu mixups
EX Hyakkishu can now use EX Zanku Hadoken as a followup	Gives an additional mix-up option
Ultra II damage reduced from 500 to 429	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
ST. HP now Special and Super cancelable, damage reduced from from 120 to 90	—
CL. MK recognition range increased	Can combo from 2x CR. LP range and CR. MP range
CL. MK now forces standing on hit	Now always combos into Tatsumaki Zankukyaku
Can no longer cancel CR. HK into Wrath of the Raging Demon	More vulnerable on CR. HK recovery
EX Shakunetsu Hadoken startup reduced from 25 frames to 19	—
Back jump Zanku Hadoken recovery increased by 2 frames	Easier to punish Akuma's defensive Zanku Hadoken
All versions of Hyakkishu can now use EX Zanku Hadoken as a followup	No longer needs to spend the extra bar for an EX Hyakkishu for EX fireball followup
Blocked MP and HP Goshoryuken can now only be EX Focus canceled on the 1st hit	Akuma can no longer hit confirm uppercuts before canceling
LP, MP, HP Goshoryuken EX Focus cancel forward dash reduced from -1 to -5 on block	Now unsafe on block even when Focus canceled
LK Tatsumaki Zankukyaku hitbox lowered slightly	Complementary change to allow CL. MK to always combo into ↓ + LK

LONG RANGE

With his three separate projectile specials, Akuma is one of the most dominant zoning characters in *Ultra Street Fighter IV*. Through smart use of Air Fireball and Gohadoken, Akuma can be an impenetrable fortress. Generally, you'll want to keep characters with low air mobility and limited zoning capabilities at a distance for as long as possible. Characters like E. Honda, Hugo, M. Bison, T. Hawk, and Zangief can be exploited by your air fireballs and Gohadoken zoning tactics easily, so limit your risks by keeping them at bay.

Neutral jumping and backwards jumping air fireballs are safe tools which can be frustrating to deal with for the enemy. To keep yourself from being cornered, limit your use of backwards jumping air fireball; its best use is as a disengagement tool in case the opponent gets uncomfortably close to you. Keep plenty of space behind you if you can help it by using neutral jump LP and MP Air Fireball. Opponents have to react to what you're doing, so use that to your advantage and set up jump baits with fake fireball techniques like ↓↘ + LK or whiffed neutral jumping normals. If an enemy becomes impatient and jumps at you from a distance, don't be afraid to walk into range and anti-air their jump descent with standing HP (try to connect with the tip of Akuma's fist).

Against projectile-based characters like Dhalsim, Guile, Ken, Ryu, and Sagat, you'll want to stay grounded more often than not as neutral/backwards jumping air fireballs can cause you to land on a projectile or give up precious ground. Use Shakunetsu Hadoken at full-screen distance to gain ground and win projectile wars. You'll usually want to be more offensive against these types of characters as your mid-range footsie game will actually earn you damage and a setup whereas your zoning can be mostly neutralized.

Against high-mobility characters like Rufus, Yang, and Yun, you'll have to play a very cautious long-range game because of their ability to bypass projectiles. Dive kicks are Akuma's worst enemy, so you'll generally want to stay out of dive kick range while at the same time trying to score a knockdown. You may often be put into a dangerous situation against these characters, so learning when to use an air-to-air or Goshoryuken against a dive kick is crucial. Against close dive kick frame traps, you can choose to use back jump LP as a quick way to get off the ground while hitting the dive kick out of the air. Against mid-range dive kicks, you can use LP or MP Goshoryuken (though this is difficult on reaction) or you can give up ground and jump back with HP. Your overall goal against these characters is to score a knockdown defensively, and then overwhelm the opponent with your wide array of ambiguous mix-ups. The saying "the best defense is a good offense" definitely applies against these types of characters.

MID-RANGE

Akuma's mid-range strategies revolve around his crouching HK. In previous *Street Fighter IV* versions, Akuma could almost end a round off of a whiff-punishing crouching HK. Delayed wakeup techniques in *Ultra Street Fighter IV* will make this much more difficult for you, but it should still be your overall strategy. Akuma's fast walk speed is one of his best tools for scoring a hard knockdown at mid-range because he can easily walk out of danger zones while being able to punish the opponent. Don't be afraid to throw out max-range crouching HK attacks against an opponent who's standing or walking back and forth in range. A blocked crouching HK is generally safe against characters without fast gap-closers, and the damage potential it provides from its hard knockdown (see Setups) outweighs the risks. Crouching HK is vulnerable to jumping attacks, so take note if an opponent tends to jump at that range and bait out the jump the next time you're in that situation. Crouching HK is also vulnerable to Focus Attack fishing tactics, so mix up your crouching HK with either a crouching MK ▷ HK Hurricane Kick sequence or with an EX Gohadoken to counter these strategies.

If the opponent is aggressively walking into closer ranges, you can use your 5-frame crouching MK to distance yourself. Keep in mind that Akuma's crouching MK ▷ ↓↘ + P isn't a true blockstring (see Gohadoken description), so while it is a powerful tool, don't be too predictable with it.

At mid-to-long range, neutral jump Air Fireball can be used liberally against most non-projectile-based characters. Use this to easily put an opponent in blockstun, then keep them in check with a follow-up crouching HK or → + MP overhead. An opponent jumping forward over an air fireball on reaction can be easily punished with MP/HP Goshoryuken. Crouching HP also makes for an excellent anti-air if the opponent's jump arc goes over your head (and it also beats cross-up air hurricane kick). Additionally, Level 2 Focus Attacks can be used just past your crouching MK range to punish the mid-range pokes and projectiles your opponent might throw out against your neutral jumping tactics. A blocked Level 2 Focus Attack canceled into forward dash gives you a free route into close range to apply throw pressure.

Past crouching HK range, you can use HP Gohadoken for chip damage and screen pressure. Akuma's Gohadoken has two fewer recovery frames than Ryu's, so if the opponent wants to punish you, they have to jump in anticipation of your fireballs. These types of opponents can be easily baited into forward jumping at mid-to-long range with your fake-out fireball techniques.

As Akuma, you usually don't want to commit to jumping in while playing a footsie game. Your mid-range game will usually dominate most of the opposition, but against certain characters that lack damaging on-demand anti-air attacks, you can jump in at certain angles with low risk to help you score a knockdown. For instance, characters like M. Bison and E. Honda do not have particularly powerful anti-air attacks without a stored charge. If you engage in a footsie game with these characters and notice that they're sacrificing their charge trying to out-poke you, you can go for a mid-range jumping HK attack to get into close range or to punish a mistimed poke. You can also cancel your jump into a cross-up air hurricane kick to set up a potential crouching HK juggle, leading to your vortex.

Against most tall crouching characters, standing HK can be used to engage into close-to-mid range. At -2 on block, it is punishable by fast command throws and 2-frame Supers (like Zangief's Spinning Pile Driver and the Supers of Chun-Li, Decapre, Ken, and Poison). Otherwise, it's a safe move to use to keep the opponent in blockstun and it's an easy hit-check (see Combo XIII).

At the cost of one stock of Super Gauge, you can use EX Air Fireball from mid-range by using a ↓↙←↖ + P P input. This is an easy way to either punish a mistimed crouching attack or simply to get in safely. The blockstun is long enough for you to go for a high/low mix-up or to walk into throw range.

CLOSE RANGE

Like Akuma's mid-range strategy, his close-range strategy revolves around earning a hard knockdown, the most threatening one being forward throw (see Setups). Akuma's damage potential off of scoring a forward throw is extremely high. On non-delayed wakeups, the opponent essentially has to flip a coin that can lead into another coin-flip situation (hence, a vortex). Once you've instilled the fear of your forward throw into your enemy, you can start implementing frame trap and hit-check sequences into your up-close attacks. Combo I can be used after jumping HK or cross-up MK is blocked to keep your opponent's low-block in check. It's also effective against opponents getting up from a delayed wakeup or quick stand. Mix up crouching LP with forward throw or with crouching MP (see Combo VI and Combo VII). Overwhelm your opponent with these strategies all while being careful against ground reversals. It can be particularly tempting for the opposing player to panic and respond with reversals against your close attacks in fear of what Akuma can dish out, so take this into consideration and punish accordingly (preferably with a combo ending with a hard knockdown).

Outside of throw range, you can use Akuma's various Gohadoken hit-check strings to open up your opponent (see Combo X and Combo XI). Crouching MK is useful at close-to-mid range as both a frame trap after a blocked crouching LP or as a punish to the opponent's standing throw-tech. Standing HP ▷ Gohadoken can be used the same way for more damage and as a true blockstring. Against overly-defensive opponents, you can start applying overhead pressure with your ⇨ + MP. It leaves you at +/-0 on hit, so you can lead it into another overhead or a potential counter-hit crouching MK. Akuma's walk speed combined with his kara throw allow him to throw from further distances than most characters, so you can easily pressure with throws after blockstrings of up to two crouching LP attacks, or after close crouching MP. As long as you're within about crouching MP distance, your opponent is always at risk of being thrown.

As with most footsie-based characters, backing an opponent into the corner enhances Akuma's mid- and close-range game immensely. Your opponent will have no room to evade your mid-range attacks, so you can basically keep them in a box with attacks like crouching MK, standing HP ▷ Gohadoken, and crouching HK. The opponent will have to choose between trying to counter-hit your oppressive moves and jumping out. In these situations, always be ready to use crouching HP as anti-air if an opponent attempts to jump over you.

Defensively, Akuma has several options. Unfortunately, you can no longer confirm and cancel a blocked 2/3-hit HP Shoryuken into FADC anymore in *Ultra Street Fighter IV*, so you'll have to use a blind 1-hit HP Shoryuken ▷ FADC sequence. Backdash out of your Focus Attack cancel for safety or forward dash for a potential combo (see Combo XII). Goshoryu ▷ FADC forward dash on block leaves you at -5 though, so assess your health and the situation before you commit to it. Akuma's teleport is one of the best defensive options a character can have on wakeup. In conjunction with delayed wakeup, good use of Ashura Senku can get you out of sticky situations (see the Ashura Senku section for details). To protect yourself against throws, you can use an option select input of either CR. LP + LK or CR.MP + LP + LK. Both are 4-frame attacks that can potentially lead into a combo. The crouching MP option is safer against low-altitude dive kick attempts as well as some airborne overhead attacks.

SETUPS

New in *Ultra Street Fighter IV* is the introduction of delayed wakeup. This affects Akuma more than it does most characters as it hinders a large part of his mix-up game. As delayed wakeup neutralizes most of Akuma's character-specific unblockable setups, these character-exclusive setups won't be listed, as they're beyond the scope of the *Ultra Street Fighter IV Bible*. Regardless, it's important to have strong setups that force your opponent to use a delayed wakeup, as you'll still have the upper hand if you adjust your setups properly. Additionally, you can react to the "TECHNICAL" system message that appears on your opponent's side of the screen when they input a delayed wakeup command and change your attack sequence accordingly.

I. Mid-screen LP + LK; whiff ST.HK, ⇩⇦ + HK, canceled into either:

K

This is a relatively safe way to score a frontal dive kick combo. Some characters like Ryu can delayed wakeup and punish your dive kick. To counter this, delay your dive kick if you see the "TECHNICAL" message. This will cause the anti-air to whiff as you dive kick past them.

P whiff, CR.LP into a combo of your choice (see Combo Index)

This creates a cross-up 3-frame crouching LP which can be difficult to block if the opponent is expecting a frontal dive kick. If they delayed wakeup, you'll still be at advantage for up-close pressure.

II. Mid-screen LP + LK; ⇨ ⇨, ⇨ ⇨, then either:

Forward jump, ⇦ + HK into a follow-up juggle (see Combo III)

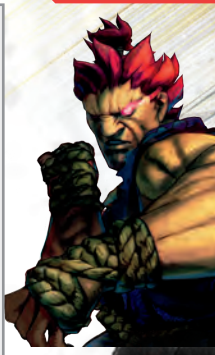
This is a long-range cross-up air hurricane kick with the potential for another hard knockdown. Delayed wakeup reversals can punish it though. On "TECHNICAL" message, don't execute your hurricane kick and simply land safely, giving you some up-close pressure. Alternatively, you can use jumping HK as a frontal attack.

⇩⇦ + MK, canceled into either:
LP + LK

Against cautious opponents, this will score you another hard knockdown and 150 points of damage. It can be punished by delayed wakeup reversals, so you'll want to go for a palm whiff if you see the system message appear.

P whiff, CR.LK into Combo I

A whiffed Demon Flip palm into empty crouching LK combo.



III. In corner: LP + LK, ⇨ ⇨, CL. MP, then either:

Forward jump, early LK

This is a fake cross-up attack against most characters. Perform the jumping LK as you descend on the opponent's head. The jumping LK looks like it's going to cross-up but must be blocked as if Akuma is attacking from the front.

Forward jump, late LK

Use this to perform an actual cross-up attack. Perform the LK closer to the ground to create a true cross-up.

Forward jump, CR. LK

This is an empty jump fake-out and is difficult to block if the opponent is focusing on blocking a jumping left/right attack.

IV. In corner, LP + LK, neutral jump, after jump peak ⟲ + LP and then:

⇨ + MP

Simple overhead setup after the meaty air fireball is blocked.

ST. LP whiff, CR. MK ▷ ⟲ + P

Standing LP is to fake out the common overhead attack to get your opponent to block standing, allowing you to hit with a low.

Forward jump, CR. LK

The air fireball will keep the opponent in blockstun long enough to force a high or low block. This empty jump can be difficult to block if an opponent is expecting a cross-up LK or MK attack.

⇦ + LK ▷ LP + LK

As soon as the enemy leaves blockstun, you can immediately throw them during your Demon Flip descent.

These air fireball setups are more effective if the opponent performs a delayed wakeup because the fireball becomes even meatier.

V. Mid-screen CR. HK at max range, ⇦ + HK, then cancel into either:

K

This setup will beat most forward-moving anti-air reversals and is a frontal dive kick combo starter. Go for a palm whiff if you see the "Technical" delayed wakeup system message to keep yourself safe from reversals.

P whiff, CR. LP into a combo of your choice (see Combo Index)

This creates a cross-up crouching LP mix-up and is safe against delayed wakeup reversals.

VI. Mid-screen CR. HK at mid-range, slight delay, then either:

Forward jump HK

This is a frontal attack used when you've conditioned your opponent to block your cross-up air hurricane kicks. With good timing on your delay, it can be made a safe jump against reversals that are active in four frames or more.

Forward jump, ⟲ + HK into a follow-up juggle (see Combo III).

Follow this up into another crouching HK to repeat this setup. On delayed wakeup, you can choose not to input your air hurricane kick and go for up-close block strings.

VII. Opponent in corner, CR. HK, ⇦ + HK ▷ K

This is a character-specific non-cross-up setup that looks much like a cross-up because of Akuma's jump arc during his Demon Flip. This is especially effective against characters that can be hit by Combo XIV.

Characters that have to block this as a frontal attack include: Abel, Blanka, Cammy, Decapre, Dee Jay, Dudley, Gouken, Guile, Hakan, Juri, Rolento, Rose, Sagat, Seth, Zangief.

VIII. ⇩ ⇩ + K K K, jump forward ⟲ + MP, then:

Walk forward, ⇨ + MP

Simple overhead setup after the air fireball is blocked.

⇦ + HK ▷ P **whiff, CR. LK into combo**

This is a tricky empty-jump-into-low setup you can use after the opponent blocks the air fireball.

⇦ + HK ▷ K

This is a safe way to follow up your air fireball, allowing you more up-close pressure. It will also beat out most anti-air reversals.

⇦ + MK ▷ LP + LK

As soon as the enemy leaves blockstun, you can immediately throw them during your Demon Flip descent.

IX. ↓ ↓ + K K K, → →, → →, ↙ + MK then either:

K

This is a reversal-proof frontal attack setup as you're directly on top of the opponent; forward-moving reversals will whiff against this setup.

P whiff, CR.LP

This is your cross-up mix-up.

X. Mid-screen, ↙ + K ▷ LP + LK, → →, then either:

↙ + K K ▷ K

For the cost of one meter, this is an unblockable Demon Flip dive kick against two characters and a difficult-to-block dive kick against several characters.

Unblockable against: Juri, T. Hawk.

Cross-up against: Abel, Akuma, C. Viper, Cody, Dee Jay, Dudley, E. Honda, Elena, Fei Long, Gouken, Guile, Hakan, M. Bison, Oni, Poison, Rolento, Rose, Rufus, Sakura, Seth, Vega, Yang, Yun, Zangief.

↓ ↖ → ↗ + LP

Depending on your timing, you can cause your low-altitude air fireball to cross up, linking into a combo. If executed early, it will look like a cross-up, but actually hit frontal.

↗, ↻ + LP

Instead of using a "tiger knee" motion, manually input a forward jump into air fireball for a higher-altitude air fireball that's more likely to cross-up.

XI. Near corner; ↙ + K ▷ LP + LK, → →, ↙ + HK ▷ K

Like Setup X, this Demon Flip dive kick after a Demon Flip throw is considered a frontal attack against the following characters: Abel, C. Viper, Cammy, Decapre, Dee Jay, Dudley, El Fuerte, Fei Long, Gouken, Guile, Hakan, M. Bison, Poison, Rolento, Rose, Rufus, Sagat, Sakura, Seth, Yang, Yun, Zangief.

Alternatively, use a Demon Flip palm whiff into CR.LK for an actual low-hitting cross-up attack.

XII. LP LP, ← + LK + HP, whiff ST. LP, ↓ ↖ → ↗ + LP

You can create a cross-up or frontal mix-up after Ultra I. To cross up, perform the air fireball sequence immediately. Execute it after a slight delay for a frontal air fireball hit.

XIII. In corner, combo into ↺ + LK, ↙ + LP, then forward jump into either:

Jumping LK, CR.LP

Against opponent's quick stand, this is an ambiguous cross-up. Jumping LK will look like a cross-up, but Akuma will land in front of the opponent so the CR.LP follow-up will hit opponents who expect you to be in the corner.

Late jumping MK

Against opponent's quick stand, if you've conditioned your opponent with the jumping LK, CR. LP setup, you can use this as an actual cross-up attack.

CR. LK

Against opponent's Quick Stand, instead of attacking from your jump-in, go for an empty low to open up opponents focused on blocking a high left/right mix-up.

These setups are for an opponent using quick stand after your LP Goshoryuken. If you can react to an opponent staying grounded after your LP Goshoryuken, you can immediately go into the following setups:

↓ ↖ → ↗ + P, into a combo upon landing

This is a low-altitude, forward-jumping air fireball cross-up against opponents who opt not to quick stand.

↙ + LK, late dive kick

This one's tricky to perform. After your jumping LK into the corner, immediately buffer into ↙ + LK as if you're still facing the corner and not as if you've crossed up. The game will accept your input as LK Demon Flip. Follow up the Demon Flip into a late dive kick for an extremely ambiguous cross up.

Combos

I. CR. LK ▷ CL. LK, then link into either:

CR. MP canceled into either:

↻ + P P

182 damage, 320 stun

↺ + K K

223 damage, 320 stun

ST. MK ▷ ↺ + LK, then finish with:

↙ + HP

255 damage, 305 stun

CR. HK

219 damage, 275 stun

This will be your standard hit-check combo when attacking a recovering opponent or from a deep jump-in attack. The close LK attack serves a couple of purposes. It's used in conjunction with HK (CL. LK + HK) to create a backdash-catching option select. If the opponent backdashes away from crouching LK, you will trigger Akuma's standing HK right after, punishing the backdash with a combo (See Combo XIII). Close LK also leaves you at the perfect distance for a kara throw (→ + HP ~ LP + LK), while being safe from throws yourself. Thanks to upgrades to Akuma's close MK in *Ultra Street Fighter IV*, he can now force the opponent into a standing state to combo into LK Hurricane Kick from after a crouching LK into standing LK chain. Close LK is +2 on block, allowing for frame trap follow-ups with crouching MK or standing HP.

Against crouching opponents at further ranges, end combos with crouching MP ▷ EX Gohadoken.



II. ↓↘ + K, CL. HP ▷ ↓ + P ▷ FADC forward, CL. HP then canceled into either:

← + LK, then either:
↓↘ + HP
405 damage, 625 stun
CR. HK
375 damage, 600 stun
↓↙ + K K K ▷ ↓ ↓ + K K K
499 damage, 520 stun

This is an example of a high-damage combo off of a Demon Flip dive kick starter for the cost of two stocks of Super Gauge. Demon Flip dive kick provides a massive amount of hitstun, allowing for an easy hit-check into the rest of the combo. You'll generally land this off of a hard knockdown setup. If you have a full Ultra, you can combo into Ultra II for almost 500 points of damage (see Combo XV for tips).

III. Cross-up air ← + HK, then either:

↓↘ + HP
230 damage, 200 stun
ST. HP
170 damage, 250 stun
CR. HK
170 damage, 150 stun

These are the possible follow-ups to a cross-up air HK Hurricane Kick. Execute ← + HK slightly after the apex of your jump to produce an optimal air Hurricane Kick with a rear hitbox. You can cover enough distance for a cross-up air Hurricane Kick from a little bit inside max crouching HK range.

Juggle with HP Shoryuken for damage, standing HP for stun (and to cancel into a meaty Hadoken or a Demon Flip setup), and crouching HK for a hard knockdown.

IV. At forward jump peak, ↑ + MK, CR. LP, CL. MK ▷ ← + LK, then finish with either:

↓↘ + HP
285 damage, 355 stun
CR. HK
249 damage, 325 stun

This is an example of a dive kick combo. On hit, dive kick doesn't afford as much frame advantage as other conventional jumping attacks, so it's best to link it into a 3-frame move like crouching LP.

Akuma's dive kick is a powerful mix-up tool when used to trick the opponent into blocking a jumping cross-up MK or a cross-up air Hurricane Kick.

V. Forward jumping cross-up MK, CR. MP, CL. MK ▷ ← + LK, then either:

↓↘ + HP
325 damage, 405 stun
CR. HK
289 damage, 375 stun

There are many ways to combo from a jumping cross-up MK. If you feel your cross-up MK will be blocked, you can follow it with Combo I to keep up pressure instead. If you expect your cross-up MK will be hard to block, you can go straight into this damaging crouching MP combo.

VI. CR. MP, CL. MK ▷ ↓ + P ▷ FADC forward, CR. MP, CL. HP then cancel into either:

← + LK, then either:
↓↘ + HP
375 damage, 555 stun
CR. HK
351 damage, 535 stun
↓↙ + K K K ▷ ↓ ↓ + K K K
449 damage, 470 stun

This showcases the power of the close MK buffs Akuma received in *Ultra Street Fighter IV*. Close MK forces the opponent into a standing state on hit and advances Akuma far forward, allowing for a crouching MP into close HP link after the FADC.

Crouching MP is a 4-frame attack with +2 advantage on block, making it an excellent tool in a frame trap. It's also relatively easy to hit-check up close into close MK ▷ LK Hurricane Kick.

VII. Counter-hit CR. MP, ST. HK, CL. HP ▷ ← + LK, then either:

↓↘ + HP
374 damage, 610 stun
CR. HK
338 damage, 580 stun

With practice, you can react to counter-hit crouching MP with a standing HK follow-up link. When going for crouching MP, keep an eye out for a "COUNTER HIT" system message on your side of the screen. React to this with a plinking input of ST. HK ~ MK to help you pull off the combo.

See Combo XIII for details on ST. HK follow-up links.

VIII. CR. LP ▷ CR. LP, CL. MK ▷ ↓ + P ▷ FADC forward, CR. MP, ST. HP ▷ ← + LK then either:

↓↘ + HP
317 damage, 475 stun
CR. HK
299 damage, 460 stun

This is a relatively strong combo off of a three-frame crouching attack hit-check. Thanks to the new close MK functionality, crouching opponents will eat a full LK Hurricane Kick combo from up to two crouching LP attacks. You can use this hit-check sequence as an alternative to Combo V if you want to stay closer to your opponent in your offense.

IX. Forward jump HK, ST. HK, CR. MP canceled into:

↓ + HP ▷ FADC forward, CR. MK ▷ ↓↙ + K K K ▷ ↓ ↓ + K K K (See Combo XV)
475 damage, 610 stun
← + LK and finished with:
↓↘ + HP
367 damage, 605 stun
CR. HK
331 damage, 575 stun

To get the most out of your clean jump-in attacks at long range (jumping over and punishing a Hadoken recovery, for instance), use a far standing HK follow-up to your jumping HK attack. For extra damage at the cost of two stocks of Super Gauge, use HP Hadoken ▷ FADC forward into a combo of your choice after the standing HK into crouching MP link.

X. Max range ST. HP ▷ ↻ + LP ▷ FADC forward, then link into either:

ST. HK, CR. MP ▷ ↻ + LK, then finish with either:

↻ + HP

373 damage, 635 stun

CR. HK

343 damage, 610 stun

ST. HP canceled into either:

↻ + LK, then finish with either:

↻ + HP

361 damage, 585 stun

CR. HK

325 damage, 555 stun

↻ + K K K ▷ ↓ ↓ + K K K

449 damage, 470 stun

This combo showcases the buff to Akuma's standing HP, which now provides an extremely useful hit-check combo from mid-range. Against crouching opponents, you can link standing HK after LP Hadoken ▷ FADC forward. At max range, crouching opponents hit by a ST. HP ▷ ↻ + LP sequence provides more advantage from the LP Hadoken because of the extra distance it has to travel. This makes linking into ST. HK possible.

Against standing opponents, you can go into standing HP ▷ LK Hurricane Kick after the FADC forward instead since standing HK isn't possible if Hadoken hits too early.

XI. CR. MK ▷ ↻ + HP ▷ FADC forward, then either:

ST. HP canceled into either:

↻ + LK, then finish with:

↻ + HP

331 damage, 485 stun

CR. HK

295 damage, 455 stun

↻ + K K K ▷ ↓ ↓ + K K K

445 damage, 360 stun

CL. MK ▷ ↻ + LK, then finish with:

↻ + HP

315 damage, 405 stun

CR. HK

279 damage, 375 stun

CR. HK

192 damage, 280 stun

Crouching MK ▷ HP Hadoken will be one of your common low-hitting, close-to-mid range hit-checking blockstrings. If you catch your opponent not respecting your low attacks, you can do up to 445 damage with a standing HP ▷ teleport ▷ Ultra II follow-up to your crouching MK ▷ HP Hadoken.

On a close crouching MK hit against crouching opponents, you can confirm a hit-check combo into a close MK after the FADC forward dash. From further out, you can follow up with a simple crouching HK for a hard knockdown.

XII. ↻ + HP (one hit) ▷ FADC forward, CR. LP, CL. MK ▷ ↻ + LK, then finish with either:

↻ + HP

295 damage, 325 stun

CR. HK

259 damage, 295 stun

You can use this combo as a ground reversal off of HP Goshoryuken. You can also use it as an offensive frame trap, although this is not recommended since it's -5 on block. The crouching LP after the forward dash is a 1-frame link, so you can opt to replace it with a simple buffered HP Goshoryuken for an easier combo.

XIII. ST. HK, then link into either:

CL. HP

CL. MK

CR. MP

CR. MK

CR. LP

ST. LP

Choosing which attack to link into after standing HK depends on your distance from the opponent.

After standing HK, use:

- Close HP if you end up at almost point-blank range
- Crouching MP for most close-to-mid range situations that allow you to follow up with LK Hurricane Kick
- Close MK for extra damage over crouching MP at closer ranges
- Crouching LP for distances slightly further than crouching MP
- Crouching MK at long range (this usually does not allow for LK Hurricane Kick follow-up, use HK Hurricane Kick instead); at max range, you won't be able to follow up crouching MK with anything
- Standing LP can be used against specific characters with large standing hitboxes (like Abel, Rufus, and Sagat)

XIV. ↻ + LK, CR. HK

This is an important character-specific combo finisher, as it causes a hard knockdown. You'll use this in situations in which a hard knockdown is more important than up-front damage. For example, if you're at a major life disadvantage and you need to stage a comeback, you'll want to end most combos with crouching HK if possible. This will give you a better chance of opening up the opponent again with Akuma's ambiguous left/right mix-up game on wakeup.

Works against: Adon, Akuma, Balrog, C. Viper, Cammy, Chun-Li, Cody, Dan, Dee Jay, Dhalsim, E. Honda, Elena, El Fuerte, Fei Long, Gouken, Guile, Guy, Hakan, Oni, Poison, Rose, Sagat, Sakura, Seth, T. Hawk, Vega, Zangief.

XV. CL. MK / ST. HP / CR. HP / CL. HP CR. MK ▷ ↻ + K K K ▷ ↓ ↓ + K K K

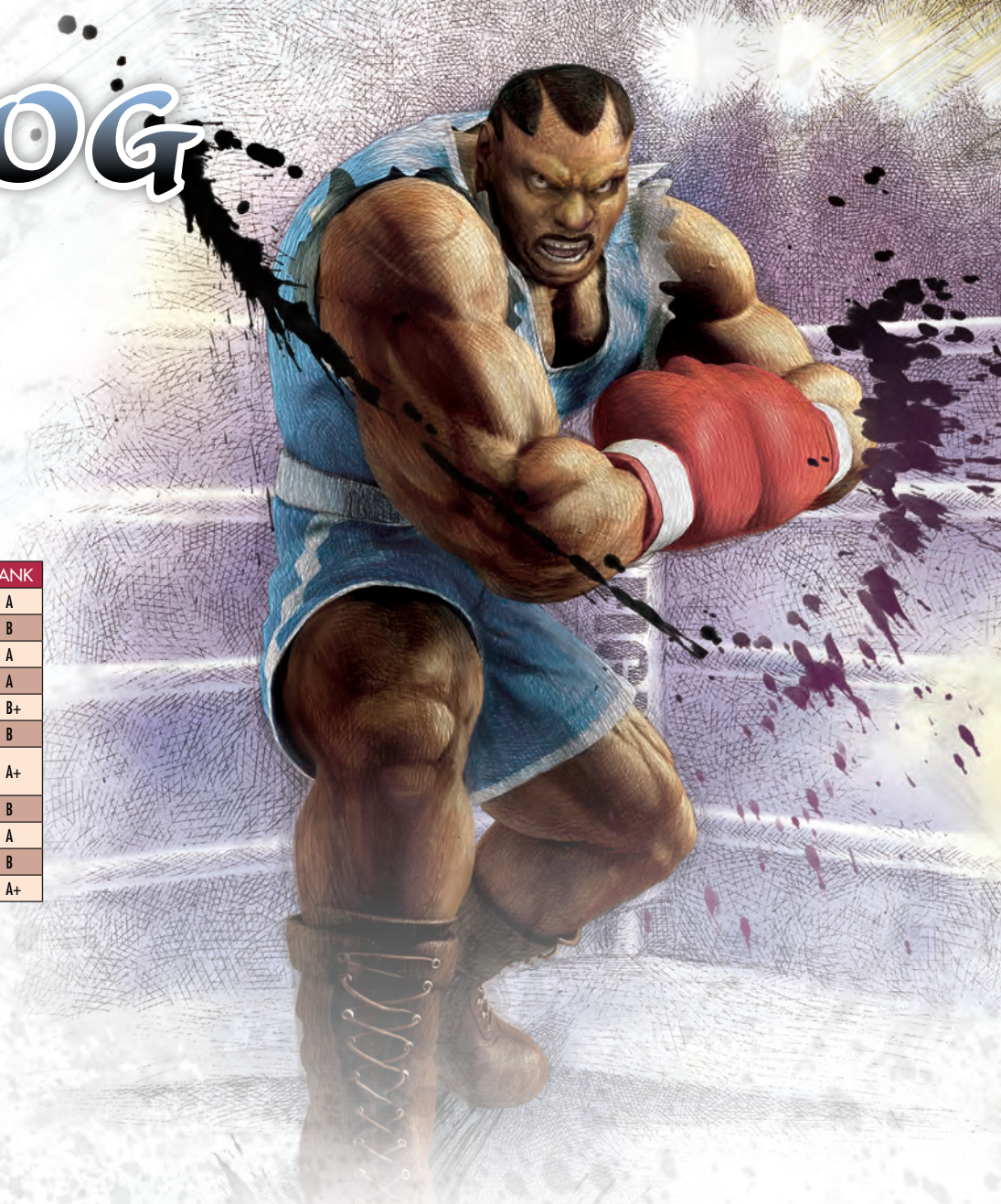
These attacks allow for a teleport cancel into Ultra II combo.

Note that the crouching MK cancel is extremely difficult to pull off. With only a 1-frame window for it to combo, you have to execute the follow-up as fast as possible.

A technique you can use to make attack ▷ teleport ▷ Ultra II easier is to use a shortcut of ↓, ↓, ↓ + K K K ~ K K K immediately after your normal attack. For example, CL. HP ~ ↓ ↓ ↓ + K K K ~ K K K.

BALROG

First appearance: *Street Fighter II* (1991)

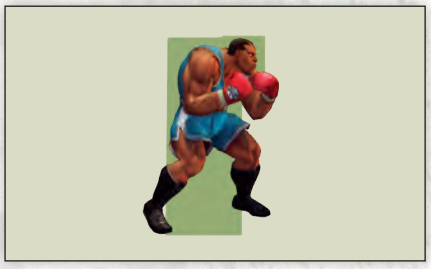


Data

STAT	VALUE	RANK
Vitality	1050	A
Stun Threshold	1000	B
Forward Walk Distance Per Frame	0.055	A
Backward Walk Distance Per Frame	0.04	A
Dash Duration in Frames	16	B+
Dash Distance	1.42	B
Backdash Duration in Frames	8 invincible, 10 airborne, 7 recovery (25 total)	A+
Backdash Distance	1.2	B
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	2.25	A+

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	12
ON HIT	+4
ON BLOCK	-2
CANCEL	SP, SU

NOTES Forces standing

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	5
ACTIVE	5
RECOVERY	16
ON HIT	+2
ON BLOCK	-3
CANCEL	SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	13
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	2
RECOVERY	13
ON HIT	+7
ON BLOCK	+3
CANCEL	SU

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	4
ON HIT	+8
ON BLOCK	+5
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	4
RECOVERY	21
ON HIT	-3
ON BLOCK	-7
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	100
STARTUP	9
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	SU

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	20
ON HIT	+0
ON BLOCK	-4
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	7
ACTIVE	5
RECOVERY	21
ON HIT	-3
ON BLOCK	-8
CANCEL	SU

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	8
ON HIT	+7
ON BLOCK	+4
CANCEL	SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	120
STARTUP	8
ACTIVE	2
RECOVERY	22
ON HIT	—
ON BLOCK	-6
CANCEL	SU

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincible

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	5
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincible, 5~13 can move forward or backward at .03

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincible

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincible

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	5
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincible

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincible

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincible

NORMAL THROWS

Balrog's forward throw, Head Bomber, deals an above-average amount of stun damage for a throw. Balrog doesn't have the reliable, ambiguous wakeup mix-ups that many other characters do, so after a throw, the best thing you can usually do is whiff a special move to build meter and get in close as your foe rises, where you can naturally go back into Balrog's intense close-range pressure.

Normal forward throws are more integral to Balrog's core offense than most fighters, because he's so linear and lacks reliable cross-ups or a real high/low game. Front throw dovetails nicely with his 3-frame crouching LP, his backwards-ducking Focus charge, and his 7-frame close HK. Close HK is a horrifying counter-hit oriented hook punch that would ordinarily seem slow if it wasn't attached to character who has perhaps the game's best crouching jab. Since crouching LP is a true combo or blockstring when chained, but can also be linked on hit or block, and since it fits so well with his 4-frame, low-hitting crouching LK, you can already create a gap as tight or wide as you like at any time. Before the pressure of Balrog's jabs, opponents should learn pretty quickly not to mash on standing throw escape, nor to use light crouch techs early. Balrog's lack of instantly-available, non-telegraphed overheads means that savvy players will eventually just lock their controllers on down-back to block and then wait to tech throws late. Which, of course, makes them susceptible to eating walk-up close HK, leading to potentially huge damage, especially on counter hit.



Head Bomber LP + LK

DAMAGE	130
STUN	160
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.934

Lever Break ← + LP + LK

DAMAGE	130
STUN	100
STARTUP	3
ACTIVE	3
RECOVERY	20

NOTES Range 0.934

Back throw does considerably less stun damage than front throw, so it should be used defensively when you're cornered to switch places with your adversary. Otherwise, stick to Head Bomber to push them toward the corner and work their hidden stun gauge.

FOCUS ATTACKS

Balrog's Focus Attack is bad, but not worthless. Balrog has no bonus range on this attack, actually stepping backward during its execution in order to give a tight uppercut to the space he vacated. It hits roughly the same area as his standing MP. No Focus Attack has shorter range, so you won't be using this in your mid-range poke battles.

Up close, this Focus Attack becomes deceptively good because of a rare trait during the charging phase: after the first few frames, Balrog's throwable core shifts way back, much farther than his strike hurtbox shifts back. A character's throwable area is not actually the same as their strike-able hurtbox area; it's almost always centered on their core, just slightly smaller than their hurtbox. But when charging Focus, Balrog's throwable core is almost out the back of his body. (Another example of an attack that does this is C. Viper's close LK. This is exceedingly rare.) Against most characters, reacting to close-range Focus Attacks with a normal throw is an easy way out. Against Balrog charging Focus about a step away, the throw will just whiff, and he can release a lv.2 Focus crumple.

You can implement this into your game plan anytime you sense that the opponent's reaction might be to just go for a normal throw, a standing throw tech, or a crouch tech. Stand not quite next to them on wakeup, then start charging Focus just as they rise; if they wakeup with normal throw, it'll simply whiff. If they're passive, you can release Focus and dash cancel when it's blocked (if you can manage to charge up to level 2 Focus, Balrog's left at +4 on block after forward dash). If they stick out an absorbable attack, you can either release the Focus Attack to try for a crumple, or dash cancel after the absorption then try to throw or catch them with CR.LP, depending on the incoming strike. If they happen to wakeup with an armor-breaking special move or a reversal special (which becomes armor-breaking by virtue of being a special move performed with reversal timing), well, sometimes that happens. You'll eat the hit, but you'll also learn that they're willing to gamble when pressured in that situation; next time, start charging Focus and then backdash early, perhaps baiting a reversal, or crowd them before wakeup then simply block.

Using the stepback of Focus charging to dodge and punish normal throws can also be great after you've faked a tick throw of your own, like after having CR.LP x2 blocked. Step forward for a pixel, just long enough to animate that Balrog has stood and is in motion, then start charging Focus. The foe, having just blocked your Combo I opener, will see you rise and naturally think "tick throw." They'll whiff if they simply press LP + LK to counter-throw or break throw, and if they use a single-hit option select tech, the Focus charge period will absorb it.

Reduced pushback on MP Dash Straight allows you to use that special move to cancel into lv.1 EX Red Focus in combos for a crumple. This is a great alternative avenue to big damage for Balrog, meter-costly but much easier to execute than his EX Dash Upper loops. Beware that, because Red Focus's range is just as bad as that of regular Focus, this actually still whiffs against some characters with exaggerated reel during hitstun, most notably Akuma. This is a great situational tool versus most of the cast, though.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	170
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	180
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	15 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	255
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

SPECIAL MOVES



LP Dash Straight
Charge back, → + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	13 (4 MIN)
ACTIVE	7
RECOVERY	17
ON HIT	-1
ON BLOCK	-3
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, forces stand, charge time 55f

MP Dash Straight
Charge back, → + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	150
STARTUP	22 (7 MIN)
ACTIVE	6
RECOVERY	19
ON HIT	-1
ON BLOCK	-6
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, forces stand, charge time 55f

HP Dash Straight
Charge back, → + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	35 (7 MIN)
ACTIVE	6
RECOVERY	20
ON HIT	-1
ON BLOCK	-8
CANCEL	–

NOTES Puts airborne opponent in limited juggle state, forces stand, charge time 55f

Dash Straight: Balrog rushes forward with a straight punch. Like all Balrog's "dash punches," this requires a back charge (just short of one second). The button you use determines the distance, damage, and recovery: the LP version travels the shortest distance and does the least damage, but is the safest on block, while the HP version does the most damage and travels the furthest, but is very unsafe blocked. The LP version travels 40% of the way across the screen, the MP version about 60%, and the HP version travels the full screen's distance. Balrog will go ahead and extend the punch if he meets his opponent in transit during any version. (This is true for all other dash punches, too.)

LP Dash Straight should be treated like a mid-to-long range poke, one of the staples of your distance game. It's basically like Ryu's HP Hadoken, except that Balrog is throwing himself. It's very hard to react to from the tip of its range, which is about half a screen away. When poking with LP Dash Straight, try to hit with the very tip, as it's unsafe to quick attacks if the opponent blocks it deep into their body. Against the very fastest far-reaching attacks (like Ryu's Shinku Hadoken), it's not safe on block even at the tip. Certain character make it unsafe even to chip at the end of blockstrings with LP Dash Straight; for example, Ken can retaliate with reversal HP Shoryuken, which reaches far enough laterally to catch Balrog's -3 disadvantage. In most matchups, though, it's safe to engage freely with the tip of LP Dash Straight, and to end blockstrings with it for chip damage. Either way, you'll gain damage (either through successful hits or chip) and position (by pushing your foe toward the corner and gaining ground).

MP Dash Straight should be used in combos when you'd like to continue into a crumple with EX Red Focus. Starting in *Ultra Street Fighter IV*, MP Dash Straight's pushback on hit is reduced, so canceling it into lv.1 EX Red Focus causes a crumple. Though it's costly, you can combo whatever you want from here, including either of Balrog's Ultras.

HP Dash Straight should be used to maximize damage in a combo before canceling into Super. If someone whiffs a big counter right in front of you while you're sitting on a full meter, for example, crouching (MP) ▷ HP Dash Straight ▷ Crazy Buffalo is an easy punish for enormous damage. If you're just ending a combo without using meter, it's better to end combos with HP Buffalo Head. Although both MP and HP Dash Straight travel further than the LP version, don't be tempted to poke from further away. They're much easier to react to. From full screen distance, it's better to just walk forward far enough to threaten with LP Dash Straight.

EX Dash Straight Charge back, ← + (P) (P)



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	35 (7 MIN)
ACTIVE	6
RECOVERY	17
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES Hyper armor till last active frame, puts airborne opponent in limited juggle state, forces stand, charge time 55f

Note that, while Dash Straight is fast, its hurtbox extends just a little in front of its hitbox; if the opponent literally beats Balrog to the punch, they'll win, even with a standing (LP). The EX version helps provide an answer. The EX version travels as far and hits as hard as the HP version while having the best recovery of any version, leaving Balrog at -2. Most importantly, it (like all of Balrog's EX dash punches) has hyper armor for one hit. If you think the opponent is going to throw a 1-hit projectile or poke, or if they're whiffing moves like shoto CR.(MK) trying to anticipate your normal Dash Straights, you can blow through with EX Dash Straight to get into close range. You'll also build a little bit of Revenge Gauge, thanks to the absorbed hit. (Also, you'll punch them in the face.)

Like most of Balrog's attacks, all versions of Dash Straight are vulnerable to Focus Attacks and neutral jumps, either of which leads to Balrog eating punishment. Recognize when your foe is looking to punish your LP/EX Dash Straight pokes and walk forward or use Dash Low Smash instead.



Dash Upper: Balrog rushes forward with a gale-force uppercut. The button determines the distance traveled, damage, and recovery. The LK version travels about half the screen's distance, the MK version travels about 75%, and the HK version slightly more than a full screen's length. Damage slightly increases for each version, and the LK version is safest on block of the normal versions. The EX version has hyper armor through its active frames and leaves Balrog at +4 on hit.

LK Dash Upper
Charge back, ← + (LK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	14 (4 MIN)
ACTIVE	4
RECOVERY	20
ON HIT	-1
ON BLOCK	-3
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, doesn't hit crouching opponents, charge time 55f

MK Dash Upper
Charge back, ← + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	150
STARTUP	22 (7 MIN)
ACTIVE	4
RECOVERY	20
ON HIT	+1
ON BLOCK	-5
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, doesn't hit crouching opponents, charge time 55f

HK Dash Upper
Charge back, ← + (HK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	35 (7 MIN)
ACTIVE	4
RECOVERY	21
ON HIT	+1
ON BLOCK	-5
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, doesn't hit crouching opponents, charge time 55f

All versions can be avoided simply by crouching, limiting the move's usefulness in the neutral game. Occasionally, you may get a good, early read on an opponent's long-range jump, which you can anti-air with a precisely-placed Dash Upper. You may also anti-air with LK Dash Upper if you react early when the opponent tries to disengage from close range by jumping backwards. If you whiff Dash Upper over a crouching opponent, you might be able to throw them very quickly if they were preoccupied with waiting to block a dash punch, but this won't work very often and Balrog is very punishable when Dash Upper whiffs. That won't work like it did in Super Turbo.

EX Dash Upper Charge back, ← + (K) (K)



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	35 (7 MIN)
ACTIVE	4
RECOVERY	18
ON HIT	+4
ON BLOCK	-1
CANCEL	SU

NOTES Hyper armor till last active frame, puts airborne opponent in limited juggle state, can't hit crouching opponents, charge time 55f

EX Dash Upper is the most important version. You'll need it to blow through single-hit projectiles at close and mid-range (if you react quickly enough to tag their fireball recovery, you can link afterwards). EX Dash Upper is also vital for increasing Balrog's damage, stun, and corner-push potential in combos on standing foes. Finally, because of its speed and quick recovery, EX Dash Upper makes a decent wakeup reversal against cross-ups. This is not because it will hit them; this is because Balrog usually goes in the wrong direction, moving so quickly (while protected by hyper armor) that you get away.

LP Dash Low Straight
Charge back, ↖ + LP



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	100
STARTUP	22 (13 MIN)
ACTIVE	8
RECOVERY	21
ON HIT	—
ON BLOCK	-8
CANCEL	SU

NOTES Hard knockdown, charge time 55f

MP Dash Low Straight
Charge back, ↖ + MP

HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	150
STARTUP	29 (14 MIN)
ACTIVE	8
RECOVERY	21
ON HIT	—
ON BLOCK	-10
CANCEL	SU

NOTES Hard knockdown, charge time 55f

HP Dash Low Straight
Charge back, ↖ + HP

HITS	1
BLOCK LEVEL	L
DAMAGE	110
STUN	200
STARTUP	42 (14 MIN)
ACTIVE	8
RECOVERY	21
ON HIT	—
ON BLOCK	-11
CANCEL	SU

NOTES Hard knockdown, charge time 55f

Dash Low Straight: Balrog rushes forward like his other dash punches before ducking into an even heavier sweep than his crouching HK. This causes a hard knockdown on hit. The heavier the strength, the further Balrog travels, the more damage he does, and the slower he recovers. The EX version has armor, and recovers more quickly than all other versions.

Versions of Dash Low Straight make Balrog travel the same distance as Dash Straight, although Dash Low Straight's hitbox reaches farther—with the tip of LP Dash Low Straight, you can quickly check your foe's low block from 70% of the screen away, just outside of LP Dash Straight's max range. Although all versions of Dash Low Straight are very disadvantageous on block, the heavy pushback means Balrog is usually safe, especially when you aim to hit with just the front of Balrog's glove.

Dash Low Straight has some command overlap with Dash Swing Blow, which requires (for LP and MP versions) less back charge than Dash Low Straight. Dash Swing Blow is the more vulnerable move during startup, so take care not to get it on accident; get used to charging fully for Dash Low Straight, and tap P as briefly as possible to avoid registering the "hold P" part of Dash Swing Blow's command.

EX Dash Low Straight
Charge back, ↖ + P P



HITS	1
BLOCK LEVEL	L
DAMAGE	110
STUN	200
STARTUP	42 (14 MIN)
ACTIVE	8
RECOVERY	17
ON HIT	—
ON BLOCK	-4
CANCEL	SU

NOTES Hyper armor till last active frame, hard knockdown, charge time 55f

LK Dash Low Smash
Charge back, ↖ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	21 (12 MIN)
ACTIVE	8
RECOVERY	20
ON HIT	—
ON BLOCK	-5
CANCEL	SU

NOTES Armor break, puts opponent in limited juggle state, soft knockdown, charge time 55f

MK Dash Low Smash
Charge back, ↖ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	150
STARTUP	28 (13 MIN)
ACTIVE	8
RECOVERY	20
ON HIT	—
ON BLOCK	-7
CANCEL	SU

NOTES Armor break, puts opponent in limited juggle state, soft knockdown, charge time 55f

HK Dash Low Smash
Charge back, ↖ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	41 (13 MIN)
ACTIVE	8
RECOVERY	20
ON HIT	—
ON BLOCK	-9
CANCEL	SU

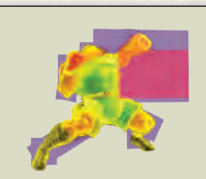
NOTES Armor break, puts opponent in limited juggle state, soft knockdown, charge time 55f

Dash Low Smash: The purpose of Dash Low Smash is to shatter Focus Attacks. Focus Attacks are a direct counter to almost all of Balrog's moves, which (except for Supers and Ultras) are all single-hit. In order to stop the opponent from just mashing out Focus Attacks against you all day, you'll have to get them scared of Dash Low Smash and Turn Punch. (Dash Swing Blow also breaks Focus, but is much slower to hit.)

Mix in Dash Low Smash as a mid-range poke if your opponent shows a willingness to fish for mid-to-long range Focus Attacks, trying to anticipate your dash punches. One nice benefit of hitting with Dash Low Smash is the huge distance it hurls the victim toward the corner. This can be exploited in short, close-range punish combos like CL.MK ▷ HK Dash Low Smash. (Dash Low Smash won't work in combos from farther out.)

Dash Low Smash is fairly punishable on block, unless you space yourself to hit with just the tip of the LK version. If you're trying to deter the enemy from Focus absorbing your dash punches by using Dash Low Smash as a mid-to-long range poke, you may as well spend some meter on the EX version. It's much less punishable on block, and will also eat up attempts to counter-poke your non-EX dash punches, so it sends an effective general message of "stop that."

EX Dash Low Smash
Charge back, ↖ + K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	41 (13 MIN)
ACTIVE	8
RECOVERY	16
ON HIT	—
ON BLOCK	-3
CANCEL	SU

NOTES Hyper armor till last active frame, armor break, puts opponent in limited juggle state, soft knockdown, charge time 55f

LP Dash Swing Blow
Charge back, ↖ + hold LP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	70
STARTUP	31 (22 MIN)
ACTIVE	5
RECOVERY	21
ON HIT	+0
ON BLOCK	-2
CANCEL	SU

NOTES Armor break, charge time 45f

MP Dash Swing Blow
Charge back, ↖ + hold MP

HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	150
STARTUP	38 (23 MIN)
ACTIVE	5
RECOVERY	21
ON HIT	+2
ON BLOCK	-6
CANCEL	SU

NOTES Armor break, charge time 50f

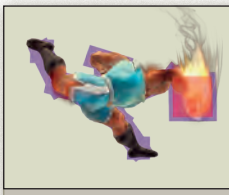
HP Dash Swing Blow
Charge back, ↖ + hold HP

HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	51 (23 MIN)
ACTIVE	5
RECOVERY	21
ON HIT	+10
ON BLOCK	-8
CANCEL	SU

NOTES Armor break, charge time 55f

Dash Swing Blow: Balrog's overhead dash punch starts out looking like all the other dash punches, but then Balrog hesitates before bringing down a hammer blow from above. This move has seen big adjustments in *USFIV*. The LP and MP versions no longer grant enough frame advantage on hit for link combos afterwards. To compensate for this loss, they don't require as much charge time as they used to prior to execution. The LP version has also lost some damage and stun, but is now safe on block (except against characters with 2-frame reversals, like Zangief). The HP version creates enough advantage on hit for you to link into big damage afterwards, like in older versions. This also works after the EX version, which has hyper armor too. Heavier versions have the ability to travel farther, with the HP and EX versions traveling the same distance. Like with other dash punches, Balrog will go ahead and initiate his attack when the enemy is nearby, if he meets them before traveling the full distance.

EX Dash Swing Blow
Charge back, ← + hold P P



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	51 (23 MIN)
ACTIVE	5
RECOVERY	21
ON HIT	+10
ON BLOCK	-5
CANCEL	SU

NOTES Hyper armor till last active frame, armor break, charge time 50f

On paper, this gives Balrog an overhead threat; you can pepper the foe with quicker LP Dash Swing Blows, safely threatening them with an attack that must be blocked standing, which opens the door for sweeps with crouching HK and Dash Low Straight. When you realize your foe is both passive and reacting poorly to your onslaught, you can mix in HP/EX Dash Swing Blow to link into Ultra from a confirmable overhead hit.

There are certainly many players whom you'll be able to abuse with this move. Cancel into it from blocked CR.MK, CR.LK strings once you've got them guarding low; cancel into it from EX Dash Upper combos for an unexpected reset. Anti-air foes with standing MP while charging back, then place a meaty Dash Swing Blow over their air recovery (mix in Dash Straights and Dash Low Straights against their air recovery at other times to keep them guessing).

In practice, however, this isn't quite how this move usually works out. Good players with fast reactions who are experienced with the Balrog matchup are almost never going to fall for this move. The normal versions are all much slower than the game's dominant overhead attacks (for example, Dudley's → + HK), even before taking into consideration the premeditation that a charge move requires. And the EX version lets off a telltale yellow flash that can signal to the opponent that it's time to perform the hard counter to any Balrog EX dash punch: on reaction to the EX flash, they can simply stand and normal throw Balrog when he approaches them, just before he extends his EX attack. This is possible, but challenging, to do on reaction to Balrog's other, faster EX dash punches, but it's easy to throw him out of EX Dash Swing Blow.

Against a new opponent, spring out LP Dash Swing Blow in a surprising place and see how they react to it. If they throw you out of the overhead's startup during this test, you can safely put them into the second group of players, which means you should basically pretend like this move doesn't exist. If they block it, you may need some more tests; you may just be dealing with a very conservative player, but one who doesn't totally take Dash Swing Blow off the table. If they eat LP Dash Swing Blow, you may be emboldened to work it into your pressure here and there, conditioning them to worry about it, so it will have a trickle-down effect, making your sweeps more effective. You may even upgrade to using HP Dash Swing Blow if they've shown themselves to be susceptible. Linking after HP Dash Swing Blow is one of Balrog's best sources of surprise damage when he needs a big comeback. Even against opponents who've shown themselves to be more or less immune to Dash Swing Blow, you may mix in the HP version once in a blue moon when you have Ultra loaded, just in case there's a lapse in their attention.

LP Buffalo Head
Charge down, ↓ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	11
RECOVERY	10 + 20 ON GROUND
ON HIT	—
ON BLOCK	-20
CANCEL	—

NOTES 1~7f upper body invincible, 1~18f projectile invincible, 8~28f airborne, puts opponent in limited juggle state, soft knockdown, charge time 55f



MP Buffalo Head
Charge down, ↓ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	11
RECOVERY	10 + 20 ON GROUND
ON HIT	—
ON BLOCK	-20
CANCEL	—

NOTES 1~7f upper body invincible, 1~20f projectile invincible, 10~31f airborne, puts opponent in limited juggle state, soft knockdown, charge time 55f



HP Buffalo Head
Charge down, ↓ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	12
ACTIVE	11
RECOVERY	9 + 21 ON GROUND
ON HIT	—
ON BLOCK	-20
CANCEL	—

NOTES 1~12f upper body invincible, 1~22f projectile invincible, 12~31f airborne, puts opponent in limited juggle state, soft knockdown, charge time 55f



EX Buffalo Head
Charge down, ↓ + P P

HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	12
ACTIVE	11
RECOVERY	9 + 21 ON GROUND
ON HIT	—
ON BLOCK	-20
CANCEL	—

NOTES 1~15f invincible, 12~31f airborne, puts opponent in limited juggle state, soft knockdown, charge time 55f



Buffalo Head: Balrog's timeless, upward-arcing headbutt. This requires a down charge to prepare, so, between all of Balrog's dash punches and this headbutt, holding ↙ is a popular place to be. With charge ready, Buffalo Head is a good anti-air against jumps hitting in front or far in front of Balrog; HP Buffalo Head's trajectory makes it good for punishing foes who neutral jump at mid-range, hoping to fall on a whiffed dash punch. Smart opponents will usually notice when you're sitting on down-back, and they'll avoid making themselves vulnerable in HP Buffalo Head territory until they see you move around, breaking your charge. Buffalo Head can also pass through projectiles; at mid-range, this makes Balrog irresponsibly vulnerable unless you're close enough for Buffalo Head to actually hit your opponent. At long range, though, unless they're packing something like Sagat's Tiger Cannon, they may not be able to stop you from passing through fireballs with LP Buffalo Head, gaining a little meter in the process. You can still hold a back charge while doing so, allowing you to land and immediately perform LP Dash Straight to check their forward movement.

As a reversal, Buffalo Head is lacking, yet still sometimes necessary. To strikes, the normal versions have only upper-body invincibility. If you do a reversal Buffalo Head on wakeup against your enemy's meaty, low-profile crouching MK, you'll lose. And if they do a sharply-angled cross-up that passes over Balrog's center on wakeup at the last moment, reversal Buffalo Head may fire in the wrong direction. All versions of Buffalo Head hit excruciatingly slowly for moves frequently used as reversals, too. At least the EX version has full-body invulnerability through active frames, so when you MUST win an exchange or wakeup game, spend meter on EX Buffalo Head. HP Buffalo Head is your strongest meterless combo ender. Buffalo Head is easily confirmable in combos that start from crouching LP or crouching MK, and you can juggle with Ultra I afterwards. When performing Buffalo Head in combos (and really, anytime you perform Buffalo Head), finish the move at ↘ rather than ↓, never leaving a backwards direction. This way, although you just performed a Special move, you still have a back charge for a dash punch. When you hit with HP Buffalo Head, you can immediately put this back charge to work by whiffing a dash punch to get close and build meter.



Level 1 Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	30
ACTIVE	7
RECOVERY	13
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 32f (half a second)

Level 2 Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	210
STARTUP	30
ACTIVE	7
RECOVERY	16
ON HIT	+0
ON BLOCK	-4
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 121f (2 seconds)

Level 3 Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	180
STUN	120
STARTUP	30
ACTIVE	8
RECOVERY	18
ON HIT	-3
ON BLOCK	-7
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 241f (4 seconds)

Level 4 Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	210
STUN	230
STARTUP	30
ACTIVE	9
RECOVERY	21
ON HIT	-5
ON BLOCK	-9
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 481f (8 seconds)

Level 5 Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	250
STUN	240
STARTUP	30
ACTIVE	10
RECOVERY	22
ON HIT	-10
ON BLOCK	-14
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 961f (16 seconds)

Level 6 Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	280
STUN	250
STARTUP	30
ACTIVE	11
RECOVERY	24
ON HIT	-13
ON BLOCK	-17
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 1441f (24 seconds)

Level 7 Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	410
STUN	260
STARTUP	30
ACTIVE	12
RECOVERY	26
ON HIT	-16
ON BLOCK	-20
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 1921f (32 seconds)

Level 8 Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	460
STUN	270
STARTUP	30
ACTIVE	13
RECOVERY	29
ON HIT	-20
ON BLOCK	-24
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 2401f (40 seconds)

Level 9 Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	510
STUN	280
STARTUP	30
ACTIVE	15
RECOVERY	32
ON HIT	-24
ON BLOCK	-29
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 2881f (48 seconds)

Final Turn Punch
Charge P P P or K K K, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	560
STUN	290
STARTUP	30
ACTIVE	16
RECOVERY	36
ON HIT	-30
ON BLOCK	-34
CANCEL	SU

NOTES 1~18f invincible to strikes, armor break, puts airborne opponents into limited juggle state, charge time 3360f (56 seconds)

Turn Punch: He wouldn't be Balrog without Turn Punch, often just called "TAP" for "turnaround punch." Turn Punch requires you to charge buttons rather than charging a direction. Hold all three punches or all three kicks and you'll be charging TAP. For ease of execution, if you have single buttons assigned for P P P and K K K, you can just hold one of those. While TAP is charging, you obviously can't use any of the attacks you're charging it with, so you have to make a choice. Do you hold down P P P and give up Balrog's essential jabs and his normal move anti-airs, or do you hold down K K K and give up his crouching and standing HK pokes?

In practice, this doesn't end up being a huge deal, since you usually don't want to charge TAP indefinitely, like Balrog sometimes used to in certain *SFII* matchups. Here, you'll usually just want to charge lv.1 TAP, releasing the buttons after a few seconds (thereby dropping your charge) if an opportunity to use TAP hasn't occurred. You can release the buttons while dashing, jumping, blocking, or whiffing an attack to avoid getting an unwanted TAP. The reason you don't really want to charge up higher TAP levels is that they're much less safe when blocked.

Turn Punch's main value is as an unexpected invincible punch that moves Balrog forward without requiring a back or down-back charge. Balrog can potentially release TAP anywhere, even in crazy, random places, or on wakeup, and this possibility can make opponents very skittish. While moving forward with TAP, you can hold ⟲ / ⟲ to store charge for dash punches, and while moving forward with dash punches, you can hold buttons to store TAP; against opponents who react poorly to the invincible startup of TAP, you can sometimes overwhelm them going back and forth ceaselessly from dash punches to TAP and back. Against opponents who react well, you'll mostly have to restrict TAP to going through mid-range fireballs, and for sniffing out backdashes. If you anticipate a backdash and release TAP to nail the airborne period, you can immediately juggle with Ultra I!

SUPER & ULTRA COMBOS

Crazy Buffalo
Charge back, ⟲ ⟳ + P or K



HITS	5
BLOCK LEVEL	HL
DAMAGE	60X4, 105
STUN	0
STARTUP	1 + 9
ACTIVE	6 (8) 6 (7) 6 (8) 6 (15) 3
RECOVERY	31
ON HIT	–
ON BLOCK	-14

NOTES 1~11f invincible, forces stand, puts airborne opponent into juggle state, last hit juggle potential 5, charge time 55f, any hit can transition into kick variant by holding K

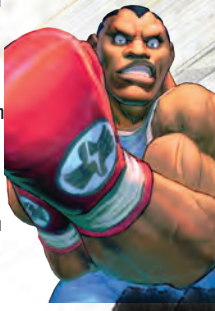
Crazy Buffalo
Charge back, ⟲ ⟳ + hold K



HITS	5
BLOCK LEVEL	HL
DAMAGE	60X4, 105
STUN	0
STARTUP	1 + 7
ACTIVE	6 (8) 6 (8) 6 (8) 6 (16) 3
RECOVERY	31
ON HIT	–
ON BLOCK	-14

NOTES 1~9f invincible, puts airborne opponent in juggle state, full juggle potential, charge time 55f, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd juggle potential 3, 4th juggle potential 4, 5th hit juggle potential 5, any hit can transition into punch variant by releasing K

Super Combo: Crazy Buffalo: Balrog's Super Combo is a series of Dash Straights into a walloping uppercut. If you merely input the command and finish with P or K, Balrog performs a series of five Dash Straights, with the final causing a hard knockdown. During any of the first four Straights, you can hold K for a Dash Upper instead. Release K, and the next punch will be a Straight again. Straights are farther-reaching, so they're better in hit-confirm combos and against projectile users, but uppers strike sooner, so they're better when used as a reversal up close. Uppers can also be avoided by crouching, so stick with straight punches for chip damage if the opponent blocks. The final hit of the Super will be a Dash Straight either way.



Balrog's Super can be extremely useful if you manage to store a whole meter. In footsies, it's fast and far-reaching enough to punish bad mistakes at mid-range, and to blow through fireballs on reaction. From long range, you can actually dash forward and execute this Super to blow through what the enemy probably thought was a relatively safe, nearly full-screen fireball attempt. From a ← or ↙ charge, execute this with a command of → →← → + P. Feel free to "piano" or double or triple tap P to give yourself extra chances to complete the command as the dash ends; it can be hard to hit just the right moment that Balrog can act with a single press.

With meter, you can also tack Super onto the end of any combo ending in Dash Straight. Combo into HP Dash Straight, then simply tap ← → + P for the Super cancel; the back charge then → command needed for Dash Straight doubles as the first half of the Super's command. The kick version of the Super also works to finish off juggles after Buffalo Head; juggle relatively late, when they're almost even with Balrog's head, and just hold K for four Dash Uppers and you'll probably score a full juggle mid-screen. In corners, Super is unreliable after Buffalo Head.

For both Buffalo Head juggles and dashing through fireballs, Ultra is better than Super if you have enough Revenge Gauge. If you're sitting on both full Super and Revenge Gauge and you go for a Buffalo Head launch into Ultra, you'll probably end up getting an accidental Super instead if you aren't precise with your P P P or K K K input.

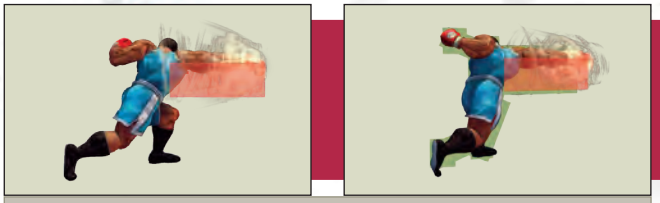
UCI: Violent Buffalo: Balrog's Ultra I is an even fiercer series of dash punches than exhibited during his Super Combo. Like the Super, choose whether each punch is a Straight or an Upper by holding P or K. New to *Ultra Street Fighter IV*, Balrog has a straight punch ender to Ultra I (in previous versions, he only has an uppercut ender, which sometimes whiffed when using Ultra I as a mid-to-long range footsie tool).

Like Super, Ultra I can be used to blow through fireballs (with or without a dash beforehand), and to whiff punish sluggish pokes from mid-range. As with Super, straights have more reach, but uppers hit faster (the speed advantage really only mattering on the first hit).

Ultra I does the most damage when you land the full version against a grounded opponent, and that's the scariest way for you to use it, but it's much easier (and likely much more frequent) that you'll use Ultra I in juggle combos. There is no character with an easier time confirming into Ultra than Balrog. From any combo ending in Buffalo Head, you can juggle with Ultra I; unlike almost everyone else in the cast, no EX moves or FADC are required. To maximize Ultra I's damage in juggles, keep the number of hits in the combo before the Buffalo Head launcher to an absolute minimum. (If your hit-confirm string started with CR.LP x3 linked to CR.LK, it's probably better to save your Ultra.) You must also use the proper sequence of dash punches to juggle correctly:

- Hardest, but most damaging, after mid-screen Buffalo Head: K, P (whiff), K, P (whiff), K
- Easy and consistent mid-screen: K, K, P (whiff), K, K OR K, P (whiff), K, K, K
- After Buffalo Head into the corner (also after Turn Punch hits an airborne opponent, like during their backdash): P, P (whiff), K, K, K

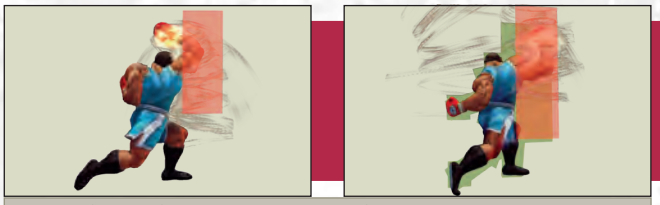
Violent Buffalo
Charge back, → ← → + P P P or K K K



HITS	10
BLOCK LEVEL	HL
DAMAGE	45X2, 38X2, 45X2, 32X2, 53 X 2
STUN	0
STARTUP	0 + 11
ACTIVE	3, 3 (8) 3, 3 (7) 3, 3 (8) 3, 3 (11) 3, 3
RECOVERY	37
ON HIT	–
ON BLOCK	-27

NOTES 1~12f invincible, 1st hit juggle potential 1, charge time 55f, 1st hit juggle potential 1, 9th hit juggle potential 5, 10th hit juggle potential 6 and does not increase juggle count, 11th hit juggle potential 5, any hit can transition into kick variant by holding K

Violent Buffalo
Charge back, → ← → + hold K K K



HITS	11
BLOCK LEVEL	HL
DAMAGE	45X2, 38X2, 45X2, 32X2, 53 X 3
STUN	0
STARTUP	0 + 9
ACTIVE	3, 3 (8) 3, 3 (8) 3, 3 (8) 3X3 (12) 1X3
RECOVERY	43
ON HIT	–
ON BLOCK	-38

NOTES 1~10f invincible, full juggle potential, charge time 55f, 1st and 2nd hit juggle potential 1, 3rd and 4th hit juggle potential 2, 5th and 6th hit juggle potential 3, 7th and 8th hit juggle potential 4, 9th hit juggle potential 5, 10th hit juggle potential 6, 11th hit juggle potential 5, 1st, 3rd, 5th, 7th and 10th hit do not increase juggle count, any hit can transition into punch variant by releasing K

Dirty Bull ⟲ ⟲ + P P P



HITS	3
BLOCK LEVEL	–
DAMAGE	20, 10, 220
STUN	700
STARTUP	0+1
ACTIVE	3
RECOVERY	48
ON HIT	–
ON BLOCK	–

NOTES 1f invincible, range 1.394

Mid-screen, the point is to avoid carrying the foe's juggled body so high that the Upper finisher whiffs. In the corner, the point is to stop Balrog's forward momentum from making him slip into the corner under their airborne body. An initial Dash Straight hits lower than an equivalent Dash Upper, and the second Straight whiffs, letting their body drift even lower before three Uppers in a row knock them down.

Immediately after landing Ultra I, you have time to whiff two Turn Punches (or two other specials of your choice) to build Super Gauge. When they wakeup, you'll be right on top of them.

UCII: Dirty Bull: Balrog's Ultra II is a quirky command grab that deals tons of stun damage. Unfortunately, for a command grab, it's avoidable on reaction after the Ultra flash if the opponent isn't committed to an action. They can simply jump away. As of *Ultra Street Fighter IV*, the command is changed to a double ⟲ motion, like Zangief. This means you can no longer fish for this Ultra without risking an accidental jump.

Although this can't be used as an unavoidable command grab up close, it's not useless. You can use this Ultra to punish the enemy's minor disadvantage, where you're usually not guaranteed a combo. You can use it yourself in situations that leave Balrog at minor disadvantage where the enemy knows it, so they'll feel empowered to attack, like after your LP Dash Straight or lv.1 Turn Punch is blocked. You won't be able to confirm if it'll work; you'll simply have to guess in advance, but (sparingly) using this Ultra preemptively from disadvantage can work just the same as something like going "abare" (imprudently aggressive) with Ken's HP Shoryuken from disadvantage.

Recommended Ultra Choice: Ultra I

Balrog with a command grab Ultra is a fun idea, but the reality is that this is the game's easiest Ultra recommendation. Unless you simply must play Balrog with a gimmicky grab Ultra, pick Ultra I in every matchup and don't look back. Ultra I is one of the most useful and easy-to-land Ultras.

Overview

PROS:

- Excellent walk and dash speed
- Good anti-airs and pokes enable him to dominate in close to mid-range footsies
- His jabs in particular are among the game's best
- He has many ways around projectiles
- On his feet, he's a defensive wall, incredibly stable and sturdy
- Easy-to-use, useful Ultra

CONS:

- Lacks a reliable cross-up or quick overheads, so mix-ups are the most basic variety: frontal jumps, pokes, throws, and counter-hit setups
- His sturdiness on his feet is the opposite of his shakiness when floored; while Balrog has many reversal options, none of them are completely reliable
- Balrog's hurtbox, in which he hunches forward, makes him a "wide" character for opponents to combo and ambiguously cross-up
- While Balrog has some of the easiest bread-and-butters in the game, his scariest combos and tactics are technically demanding
- His sneaky Focus shifts his throw vulnerability far back, making it hard for opponents to deal with close-range Focus if they don't use an immediate Focus-breaker

Balrog is an offensive turtle, a character who benefits from moving toward the enemy with caution. His walk speed and numerous projectile-dodging moves generally make it easy to close to mid-range, where you can begin either attacking or baiting attacks. All of Balrog's Specials are charge moves, meaning you'll often find yourself sitting in defensive crouch, holding ↙. But his walk speed and great, long-reaching pokes mean you can fight quite comfortably without a charge, and this allows you to be more mobile and aggressive. You have to balance being mobile and flexible with your positioning against always either holding a charge or being ready to start one. Develop a habit of snapping to ↙ after just about any other action, so you get a head-start on charging in case you need certain Specials, but be willing to leave behind any individual charge right away in order to move around as needed.

Your objective is to cautiously advance into close range, with a secondary objective of pushing your foe toward the corner. Achieve this by:

- If no fireballs are present, poking from long range with LP Dash Straight
- Using neutral jumping → + HP, Turn Punch, and Focus absorb dashing to get through fireballs and move into mid-range
- Always being ready to anti-air the opponent from mid-range with standing MP, crouching HP, or Buffalo Head; HP Buffalo Head can also go through mid-range projectiles and nail the thrower
- Using your wall of mid-range pokes, like standing and crouching HK, to create openings to dash or jump into close range
- Landing an EX Upper loop or Ultra (grounded or in a juggle), which carry the opposition into the corner right away

BALROG'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
Vitality reduced from 1100 to 1050	—
Forward throw damage reduced from 140 to 130	—
Back throw damage reduced from 140 to 130, stun reduced from 140 to 100	—
LP, MP, HP Buffalo Head damage reduced from 130/140/160 to 100/120/140	—

Super Street Fighter IV* to *Super Street Fighter IV Arcade Edition

CHANGE	EFFECT
CL. MP damage reduced from 80 to 70, hitstun increased by 3 frames, now forces stand	Allows Balrog to combo into EX Dash Upper while hitting a crouching opponent
ST. LP now whiffs on crouching opponents	Can no longer link ST. LP to CR. HK on some characters, reduces overall ground game effectiveness at mid-range
MP, HP Buffalo Head damage reduced from 120/140 to 100	—
LP, MP, HP, EX Buffalo Head advantage on block changed from -13/-13/-12/-12 to -22/-22/-21/-21	Now gives opponents enough time to walk forward in case they are not quite close enough for optimal punish
Ultra II command changed to ←←+PPP	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
MP, HP Buffalo Head damage reverted from 100 to 120/140	—
Pushback on Dash Swing Blow reduced	CR. MP now links off of overhead against entire cast
CL. HP hitbox extended downward	No longer whiffs on crouching opponents
Ultra II damage increased from 300 to 399	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
LP Dash straight advantage on hit changed from -2 to -1	Now always safe against 2f command grabs
MP Rush Punch push back reduced	Allows for combos into EX Red Focus
LP Dash Swing Blow charge time reduced from 55 to 45 frames, MP Dash Swing Blow charge time reduced from 55 to 50 frames	—
LP Dash Swing Blow damage reduced from 80 to 70, stun reduced from 100 to 70, advantage on hit reduced from +10 to 0, advantage on block changed from -5 to -2	Now safe on block, no longer a combo starter
MP Dash Swing Blow advantage on hit reduced from +10 to +2, advantage on block changed from -7 to -6	No longer a combo starter
Turn Punch charge from Level 2-4 is approximately 2 seconds per level	Easier to charge up to higher levels of Turn Punch
Turn Punch Level 1 changed from 0 to -2 on block	
Turn Punch Level 2 advantage on block changed from -5 to -4 on block, -1 to 0 on hit	—
Turn Punch Level 3 advantage on block changed from -8 to -7, from -4 to -3 on hit	—
Turn Punch Level 4 changed from -12 to -9 on block, from -8 to -5 on hit	—
Ultra I last hit changes to a straight when holding any punch, uppercut when holding any kick	Can now fully hit with Ultra from long range, final hit uppercut is 3 hits dealing 53 damage, final hit straight is 2 hits dealing 53 damage
Ultra II input command changed from ←← + PPP to ⟲⟲ + PPP; recovery reduced from 58F to 48F, throw range extended from 1.09 to 1.30, damage reduced from 399 to 250	Reverted to command from *SSFIV*

LONG RANGE

At long range, Balrog doesn't have much to do. At full screen, if the enemy throws projectiles at you without moving forward, you can use LP Buffalo Head to pass harmlessly through the fireball, building a little meter. You can also opt to Focus absorb long-range projectiles to build Revenge Gauge instead. If a match is well underway and you have spare meter and a good read on your foe's long-range habits, you can go for Combo VIII with EX Dash Upper. You can also use EX Dash Straight to instantly move into close range with an armored heavy punch, but apart from this, you shouldn't be tempted to rely on long-range dash punches, which are easily exposed with neutral jumps and Focus Attacks.

Projectile users will be tempted to try to keep Balrog at bay, but it won't work for most of them. Far away, you can use the chance they're handing you to build your preferred resource. Closer in, you can simply jump straight up over projectiles and then move forward in midair with Balrog's excellent neutral jumping HP. You can direct this by holding ← or →, like with E. Honda's "stop sign" jumping HP, which can help to just clear fireballs without making Balrog as vulnerable as during a forward jump. Since Balrog's dash has decent speed and range, you can simply Focus absorb projectiles and then immediately dash. At the edge of mid to long range, you can start charging TAP (you can easily mask your PPP or KKK press within a dash or a whiffed jab) to release it on reaction to fireballs getting close. Except against the slowest fireballs this won't usually actually tag their recovery, but it will force them to clam up immediately while moving Balrog through the fireball and into close range. Stick to briefly-charged lv.1 TAPs, since they leave Balrog relatively safe on block.

From the range where you can begin to TAP into the end of their recovery, you can also start employing LP Dash Straight. In particular, if you read a projectile user from mid to long range, you can beat them to the punch by striking with the tip of LP Dash Straight before they can throw their fireball. This can work well together with lv.1 Turn Punches for throwing a zoner off their tempo. This doesn't work to interrupt a barrage of projectiles already in progress, but just to catch the opponent off-guard before they throw the first in their intended salvo. And, when you're loaded with Ultra or Super, the edge of long range into mid-range is where you're buffering Ultra/Super into forward dashes to react to fireballs. After charging, input → → ← → very quickly and watch. If you see the beginning of a fireball animation, mash away on PPP. The new Dash Straight ender variation on Ultra I makes this tactic better than ever in *USFIV*, since you won't risk whiffing with the Dash Upper ender on max-range Ultra I punishes like in past editions.

Characters who are not totally dedicated zoners or who are flexible, like shotos, will typically realize you can easily get around standard projectiles, and may move to more of a reactive game, waiting to see if you'll give them something to anti-air or Focus absorb. But dedicated zoners like Guile and Dhalsim, with their fast-recovering, slow-moving fireballs, infallible normal move anti-airs, and long-reaching pokes, can be consistently tough. You'll have to play an extra-careful, almost inert style of Balrog, moving forward safely without giving up ground or vitality. These characters lose considerable power against Balrog if you can back them into the corner, where they can no longer back away from standing and crouching HK attacks or LP Dash Straight. But you can't really jump in while moving forward, and they can peg the end of your Focus absorb dashes through fireballs. In these kinds of situations, it can help to ration EX Dash Straights here and there to absorb and smack moves you can't otherwise beat, and to keep lv.1 TAPs charged and ready to place 18-frame invulnerable periods in unexpected places.

MID-RANGE

Moving into mid-range as Balrog is usually just a matter of walking forward. You'll also end up here if you connect with LP Dash Straight or Turn Punch, or jump in over Focus dash through a projectile. Balrog is strong at this distance primarily because of his walk speed and his heavy attacks. Use the tips of standing HP, standing HK, and crouching HK. Balrog's HK attacks in any position are a staple, and relatively safe, but standing HP is more like a mini Dash Straight. It reaches a little farther, but is slower and more susceptible to being jumped over or absorbed with Focus. If you have full Super Gauge, you can add Combo IX to the mix, whiffing standing MK from about this range while buffering Super. This can counter the enemy's pokes or movement with devastating results. By walking a little far forward before poking, you can also use standing LP, which can link into sweep for a hard knockdown (Combo II).

From this range, you'll sometimes want to just stop moving and sit on down-back from a few steps away. Shift gears occasionally and give your opponent a chance to do something while you build charge. If they neutral jump or start to throw a fireball at mid-range after you've decided to build charge for a moment, you can HP Buffalo Head on reaction. With Ultra ready, you can add it for massive unscaled damage, with no combo into Buffalo Head to reduce it. If they're prone to Focus charge, you can strike with LK Dash Low Smash; if they're passive and you don't expect them to jump, you can check them with LP Dash Straight or even Dash Swing Blow. If, after a moment of sitting passively on charge, no worthwhile-seeming opening arises, let go and return to using Balrog's walk speed and HK pokes to control spacing. On the other hand, if you have a comfortable life lead, you can simply continue to sit on your charge, forcing your opponent to try to make something happen while they know you're sitting on charge and waiting for it. If you extend your lead this way, they'll have to take increasingly big risks to come back, any of which can seal the deal for you.

Balrog's forward dash is good enough for you to occasionally suddenly dash up from mid-range into close range before attacking with an immediate throw or crouching LP (Combo I). If you sense your opponent's anti-air is weak, or their attention is elsewhere, you can move in with forward jumping HK, which has a high-priority hitbox extending below Balrog's hurtbox. As a heavy attack, it also creates plenty of hitstun, so you can stick it out early on the way down from a jump and still have time to link upon landing. Hit or block, you'll be in close range; on hit, you'll be in position to rock a standing opponent with Combo V. Some opponents may just have really good defensive, anti-air, and throw tech reactions. If you're anxious to force something to happen, you can spend meter to FADC forward after a blocked LP Dash Straight poke, in position for an immediate throw or Combo I. If they're Focus absorbing your dash punches, you can start EX Focus charging from your dash punch on reaction to *their* absorption, beginning a game of Focus chicken. If they release with normal lv.2 timing, you can absorb it and crumple them right back. If you have a full Super Gauge, you can also react to an absorbed dash punch by canceling into Super.

Against some characters, mostly grapplers, you won't want to engage into close range, and mid-range will be your ideal distance, where you can just wear them down with your superior buttons and movement speed. You can stand a few steps away, outside of the range of attacks like LP command grabs, Banishing Flat, and Condor Spire, leaning on the range of your own heavy attacks. When opponents jump in from the front, anti-air them with standing MP from farther out, or crouching HP if it's more on top of Balrog. Both are invincible at the glove, like Balrog's standing and crouching LP pokes, so if you time them right, they'll always win. Vertical jumping HP can also be used, whether on the way up as anti-air or on the way down while holding → or ← to reposition with an overhead.

CLOSE RANGE

In close quarters, Balrog's offense is comprised of mix-ups between Combo I, throw, and Combo V. Front throws deal great stun and get the enemy closer to the corner. Whether chained or linked, crouching LP can lead into itself as both a combo and a true blockstring. Of course, since you can delay it, you can leave tiny gaps, which will cause foes mashing on crouch tech (or some other non-invincible option) to get counter hit. Close HK (and its Combo VII complement, close MP) hit a little bit slower and from a standing position, which will make a foe preoccupied with your CR.LP and think about throws again. Their late throw escape or crouch tech will get counter hit by close MP/HK.

The positives of these normals combined with Balrog's lack of a really surprising overhead or cross-up threat means that opponents may just give up on crouch teching and simply block. If this happens, you'll need to recognize that your late counter-hit fishing won't be very useful, but at least you should start having a field day with throws. Use Balrog's quick walk speed and throw-dodging close-range Focus Attack to make foes wary of trying to standing tech or throw you first. After a knockdown, you can crowd your foe, then walk backward at the last moment, just a touch. As they rise, either start charging Focus, or walk back just a bit more. Either option will cause their wakeup throw (if they attempt one) to whiff, which you can react to and punish (release lv.2 Focus, or step forward and throw or hit close HK). If they do nothing, you're close enough to step forward and throw them. This close-range Balrog adaptation of the *Street Fighter* shuffle you see between characters at mid-range is your main way of opening up defensive players at close range. Balrog's normals are certainly powerful, and you can make the opponent block a lot of them, but that isn't really doing anything, and the opponent may realize that. By being willing to walk back and forth in and out of their throw range, you create uncertainty about when you'll throw and when you'll use a dominant poke. It's possible, but not reliable, to cross-up foes on wake-up with forward jumping LK. Just beware that if you whiff (and you probably will), you'll have no tripguard against their close-range crouch tech against your landing.

Balrog's a boxer (he's wearing lace-up gloves and boots), so he's not ready for mat play. On defense, when standing or crouching, at least you can be incredibly annoying blowing up small gaps with Balrog's crouching LP. But getting knocked down is definitely your worst position, especially against a vortex-style character based on repeated, confusing knockdowns. The universal delayed wakeup mechanic introduced in *USFIV* helps Balrog thwart carefully-timed ambiguous setups, but opponents may adjust mid-okizeme, or develop tactics that threaten both wakeup timings. At some point, you'll have to make a reversal decision. Normal versions of Buffalo Head can punish opponents trying to put a meaty fireball over your wakeup from relatively close by, but all they have to do to beat this is to poke with meaty low attacks instead, like Ryu's crouching MK. EX Buffalo Head has full invincibility, so use it when you absolutely must have a go-for-broke reversal. Against cross-ups against your wakeup this gets complicated, because EX Buffalo Head will often come out in the wrong direction, whiffing entirely. While this may remove you from harm's way, quick characters can still close the gap and punish you after their cross-up whiffs. So you can use Turn Punch on wakeup… which also often comes out in the wrong direction, though its initial invincible frames may mean this is an escape after all, except it can still be thrown. So you can use EX Dash Upper on wakeup, which is the fastest of all the dash punches, has hyper armor for extra defense, hits high up and may intercept airborne targets, and leads to combos if it happens to hit standing targets. Except, of course, EX Dash Upper often comes out in the wrong direction versus cross-ups, and it can be thrown. The point is that Balrog doesn't have an easy answer on wakeup. You'll have to make an educated guess, and, except for TAP, it will cost meter. Otherwise, as with anyone, you can simply block and be ready to tech throws, except that Balrog's wide hurtbox means this may get you into trouble with extra-ambiguous setups and extended combos. There's no easy answer on wakeup; that's part of playing Balrog.

If a grappler gets on top of you with a jump-in and you block instead of anti-airing them, you'll be in a close-range situation without a down charge, so you'll have no reversal Buffalo Head. While Buffalo Head has its weaknesses as a reversal, at least it leaves the ground, desirable against command throw characters.

Meanwhile, TAP and EX dash punches are all vulnerable to throws. Although it's predictable, you'll have to lean on trying to backdash or jump back into mid-range. During a backwards jump, HP hits very far in front of Balrog, making it a great retreat or early anti-air move. Instant jump back HP can retreat from grappler's tick jumps and other character's dive kicks, and jumping back with late HP can help beat tactics like Zangief chasing down your backwards jump with Banishing Flat.



Combos

I. While charging ←, CR. LP ▷ CR. LP, CR. LK, then cancel into either:

↙ + HP (then juggle ← ↙ ← + K K K, K P K P K)

162 damage, 280 stun (335 damage with Ultra, 333 damage with Super)

← + MP ▷ lv.1 EX Red Focus release ▷ dash (start charging ←), CL. HK, CR. LK ▷ ← + K K (start charging ←), CR. LP, CR. LK ▷ ↙ + HP

301 damage, 460 stun

← + HP ▷ ← ← + P

355 damage, 280 stun

Crouching LP is Balrog's fastest move up close. You can chain two crouching jabs as your hit check before linking crouching LK. If you can omit a crouching LP and just confirm with CR. LP linked to CR. LK, damage scaling for any of these follow-ups will be lessened quite a bit. You may need that third hit for charge time or visual verification. You'll also want to start out with CR. LP x2 when you think your opponent will try to blow up your linked blockstring with a reversal. Chain two crouching jabs, then if the opponent is blocking, simply block instead of doing CR. LK. If you block their big counter attempt, you'll likely score a punish chance. Throw them if you realize they've blocked your opening jab or two and you don't expect a reversal, or go for close HK to blow up their late throw escape/counter-poke attempts. The second variation here shows how EX Red Focus unlocks new confirmation chances from MP Dash Straight. The third variation is an easy Super cancel.

You can potentially open this combo with a 4-frame, low-hitting crouch tech by inputting CR. LP + LK for crouching LK. Link CR. LP, CR. LK after, canceled into whichever ender is appropriate. Opening with crouching LK instead of LP would be great except that CR. LK to CR. LP is a 1-frame link that cannot be plinked without the Back/Select button. If you can make it work, though, Balrog's offense and defense both grow in potential quite a bit. If you go for this expert combo, the real hit confirm comes during the easy second link (which is just this combo opening with only one jab), as you verify the first link actually worked. You can beef up any Balrog combo that uses CR. LK links quite a bit (while also making them much harder) by replacing links into crouching LK with crouching MP. If you go for this difficult link, plink CR. MP~LP or CR. MP~LK to give yourself some margin for error. Crouching MP can be linked (with perfect timing) after LP (crouching or standing), close HK, and crouching MK.

II. On standing opponent, ST. LP, CR. HK

110 damage, 170 stun

This simple but crucial combo results in a hard knockdown off of a 4-frame standing LP hit check. Standing LP whiffs over the heads of crouching characters, so this requires a standing foe. The link to sweep is a 1-frame link and must be from standing LP, not close LP. You can chain to standing LP from close and crouching LP and from close LK (Balrog's other 3-frame normal besides CR. LP), then link sweep. You can also open with close MP, close HK, or crouching MK, then link this combo right afterwards. (Close MP is noteworthy here, since it's the only one of these moves that forces standing.) Plink HK with whichever button works best for you; the timing for hitting it is about on-rhythm with chaining standing jabs.

This combo is important because it lets you move much more freely with Balrog, since you don't have to worry about holding a charge. It also makes you much scarier merely walking forward and testing the air in front of you with the invincible glove of standing LP. As with just about any other hit sequence, you should still start charging back while hitting the buttons, in case you need a Special move after all—the enemy might block, or you might miss the link.

III. While charging ←, CR. MK, CR. LK then cancel into either:

↙ + HP (then juggle ← ↙ ← + K K K, K P K P K)

212 damage, 310 stun (416 damage with Ultra, 412 damage with Super)

← + MP ▷ lv.1 EX Red Focus release ▷ dash (start charging ←), CL. HK, CR. LK ▷ ← + K K (start charging ←), CR. LP, CR. LK ▷ ↙ + HP

388 damage, 545 stun

← + HP ▷ ← ← + P

438 damage, 310 stun

Although this low combo starter is much slower than opening Combo I with CR. LK, it's much easier to actually perform this link. As before, to make an easy link into a hard one while buffing damage, use crouching MP instead of LK (vets of Super Turbo will remember CR. MK, CR. MP). From a down-back charge, you have Balrog's usual set of follow-up options: HP Headbutt into Ultra I, MP Dash Straight into Red Focus crumple, or HP Dash Straight into Super.

IV. Charge ←, ↖ + hold HP or P P (immediately start charging ←), CR. MP then cancel into either:

↙ + HP (then juggle ← ↙ ← + K K K, K P K P K)

282 damage, 460 stun (486 damage with Ultra, 482 damage with Super)

← + MP ▷ lv.1 EX Red Focus release ▷ dash (start charging ←), CL. HK, CR. LK ▷ ← + K K (start charging ←), CR. LP, CR. LK ▷ ↙ + HP

458 damage, 695 stun

← + HP ▷ ← ← + P

508 damage, 460 stun

Balrog's overhead combo. In previous editions, it was possible to link after any strength of Dash Swing Blow, but only the HP (and EX) version creates enough advantage on hit for a link in *USFIV*. If you open with the EX version, you won't be able to afford the third variation into Super. This combo is particularly good when your foe is wary of Balrog's crouching HK and Dash Low Straight sweeps. You can also encourage them to block low with CR. LK and Combo III. Against some opponents, you'll get great mileage out of canceling failed offensive openings into Dash Swing Blow. The LP version is safe when blocked, and the HP version guarantees big damage. If your opponent relies on blocking low, setups like Combos I and III can simply lead to Combo IV if blocked. Against opponents who like to stick out lots of pokes that might interrupt Dash Swing Blow's startup, you can open with EX DSB for one hit of hyper armor. Dash Swing Blow can also be used in reset attempts, for example by abruptly canceling into Dash Swing Blow at some point during an EX Upper loop combo.

Beware relying on Dash Swing Blow as a combo opening against opponents with great reactions, though; after a half-decade of Balrog's *SFIV* shenanigans, many players will either block DSB every time, or beat Balrog to the punch by just throwing him before the relatively sluggish blow strikes. If you realize your opponent is in this group, whittle your use of HP/EX Dash Swing Blow way down.

V. On standing opponent, while charging ←, CL. HK, then link either:

ST. LP, CR. HK

192 damage, 346 stun

If CL. HK counter-hits, CR. HK

215 damage, 370 stun

CR. LK ▷ [→ + K K (immediately start charging ←), CR. LP, CR. LK] ▷ ↘ + HP

Damage/stun for # of reps of bracketed section: 1 rep: 328/575, 2 reps: 363/650, 3 reps: 378/680, 4 reps: 395/710

High-damage variations from close HK, which is a great counter-hit fishing move to nail late crouch techs and standing throw escapes. Without reliable cross-up moves and fast overheads, Balrog's primary mix-up is between hit, throw, and counter-hit. You have to use Balrog's dominating jabs to make your opponent hesitant to just stick stuff out, then you have to work them with throws and close HK. Anytime you walk into CL. HK range and hit the button, you should immediately start charging back. Keep charging back as you link standing LP, crouching LK, or crouching MP. It's a 2-frame link to go from EX Dash Upper to crouching LP. You can repeat the bracketed section as long as your Super Gauge holds out. With meter and a standing opponent, feel free to insert the bracketed section into other Balrog combos; this is just the optimal EX Dash Upper opening.

With each EX Dash Upper loop added, this combo loses efficiency with regards to damage; if you actually feed an extended EX Upper loop to your enemy, you're either going for stun and corner push, trying to lull them to sleep before a reset attempt with HP Dash Swing Blow or a walk-up throw, or you're styling on them. (Which is a perfectly acceptable reason to use the meter.) Although you *can* juggle with Ultra I after this, all the prior hits will make damage scaling so severe that you never should, not even for style; unless they just have a sliver left and it'll end the round, there's no reason to trade a projectile-invincible 400+ damage footsie tool for 25 extra damage on a juggle.

VI. Point-blank on a standing foe, CR. LP, CL. HK, ST. LP, CR. HK

199 damage, 374 stun

This combo requires totally flush distance from the opponent, and a standing target. This is exactly the kind of situation you'll find if your opponent just walked forward to throw you up close, or if you walked forward to represent a throw, then opened with crouching LP (which can also chain into Combo I). On block, this becomes a frame trap against non-invincible moves that hit in 4 frames or slower. Both the link from CR. LP to CL. HK and from ST. LP to CR. HK require 1-frame precision, so be confident in your plinks from HK. If you verify that the opponent is crouch blocking, forgo the standing LP (which will whiff). Check their guard with crouching MP or HK (standing or crouching) and return to a mid-range game. Against passive opponents, you can go for a walk-up throw or LP/HP Dash Swing Blow overhead.

As a quicker, easier alternative that does lower damage, link into close MP after CR. LP. This also forces standing, guaranteeing the follow-up.

VII. While charging back, close MP, then:

CR. LP ▷ ST. LP, CR. HK

169 damage, 274 stun

CR. LP ▷ → + K K (start charging ←), CR. LP, CR. LK ▷ ↘ + HP (then juggle ← ↙ ← + K K K, K P K P K)

288 damage, 475 stun (392 damage with Ultra I juggle)

Close MP hits in 6 frames, one frame sooner than close HK, and forces crouching opponents to stand. As a bonus, it can also intercept opponents who attempt to jump backwards, wary of walk-up throws. Close MP is important both as a faster check than close HK or crouching HK and as a way to ensure that you can combo into either EX Dash Upper or into standing LP linked to sweep. Close MP is +4 on hit and -2 on block. The -2 disadvantage blocked removes this from your options against characters like Zangief and T. Hawk, but you don't want to fight other brawlers up close anyway.

VIII. From mid to long range, charge ←, → + K K (start charging ←), then:

CR. LP ▷ ST. LP, CR. HK

219 damage, 374 stun

CR. LP ▷ ↘ + HP (then juggle → ↙ ← + K K K, K P K P K)

252 damage, 410 stun (456 damage with Ultra)

When you're sitting on a down-back charge at long range, you can react to single-hit projectiles with EX Dash Upper. As long as you react instantly and they're not playing a character who recovers from projectiles right away, like Guile, you will plow through the projectile and create a combo opening. The link after the initial EX Dash Upper is the same as during EX Dash Upper loops, but since there's travel time before the first hit, you can cancel into another special immediately after CR. LP.

IX. Charging ←, whiff ST. MK and buffer → ↙ ← + P

435 damage, 100 stun

Balrog's farthest-reaching cancelable normal move can only be canceled into Super. Use this to your advantage by standing just outside the maximum range of your standing MK, whiffing it while rapidly buffering the Super command. You need to finish the entire Super command before standing MK recovers, or else you'll accidentally simply perform a naked Super when the move retracts. Perform this properly, and nothing will happen if the opponent doesn't move forward. You'll simply seem to whiff a long poke, nothing to see here, move along. But if they stick out a poke that standing MK intercepts, or they walk or dash forward, the move will hit, your buffered motion will cancel the hit, and you'll score huge damage and corner your opponent, all off a "psychic" poke.

At first, it can seem exhausting to have to charge and buffer moves all the time that you don't actually intend to use, but as with any repetitive mechanical action, it will become comfortable muscle memory with practice, and won't seem like so much work.

X. Charge and release P P P or K K K while charging ←, on anti-air hit → ↙ ← + P P P, P P K K K

386 damage, 200 stun

Turn Punch can be released at close or mid-range in anticipation of a retreating player's backdash. Backdashes are invincible at first, but then go through an airborne period, which is why you'll sometimes see air recovery causes out of backdashes. If you strike this period with a TAP, the opponent is in a juggle-able state. Catch them with Ultra I immediately and hold P for the first two punches. This catches them and prevents Balrog from slipping under before he gets a chance to juggle with the final three Dash Uppers. This is the same Ultra I juggle variation you should use if you juggle them with Ultra in a corner, for the same reason.

BLANKA

First appearance: *Street Fighter II* (1991)



Data

STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	950	C
Forward Walk Distance Per Frame	0.05	A
Backward Walk Distance Per Frame	0.045	S
Dash Duration in Frames	20	C
Dash Distance	1.52	A+
Backdash Duration in Frames	8 invincible, 11 airborne, 7 recovery (26 total)	B
Backdash Distance	1.2	B
Pre-jump Frames	4	A
Jump Duration in Frames	34	S
Diagonal Jump Distance	1.65	D+
Wakeup	+2	—

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



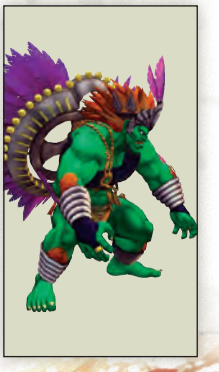
Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110 (90)
STUN	200 (150)
STARTUP	7
ACTIVE	4
RECOVERY	22
ON HIT	-1
ON BLOCK	-7
CANCEL	SU

NOTES Forces stand

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	10
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES Low crush

MK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 40
STUN	50, 50
STARTUP	5
ACTIVE	2 (3) 2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES Low crush

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (80)
STUN	200 (150)
STARTUP	7
ACTIVE	6
RECOVERY	19
ON HIT	-1
ON BLOCK	-6
CANCEL	SU

NOTES Lower damage on active frames 4~6, low crush

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

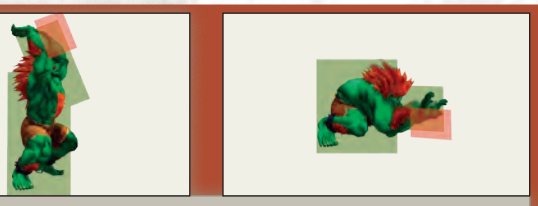
MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	9
ON HIT	+4
ON BLOCK	+1
CANCEL	SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	7
ACTIVE	6
RECOVERY	20
ON HIT	-2
ON BLOCK	-7
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	12
ON HIT	+0
ON BLOCK	-3
CANCEL	SU

NOTES —

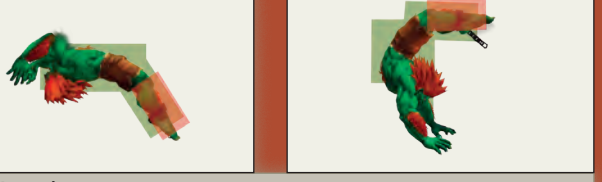
MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	19
ON HIT	-4
ON BLOCK	-7
CANCEL	SU

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (80)
STUN	200 (150)
STARTUP	3
ACTIVE	6
RECOVERY	23
ON HIT	-5
ON BLOCK	-10
CANCEL	—

NOTES Low crush

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	15
ON HIT	-2
ON BLOCK	-5
CANCEL	SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	25
ON HIT	-4
ON BLOCK	-10
CANCEL	SU

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	11
ON HIT	+5
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	150
STARTUP	6
ACTIVE	5
RECOVERY	21
ON HIT	—
ON BLOCK	-7
CANCEL	SU

NOTES Hard knock down

VERTICAL JUMP NORMAL MOVES

Upward jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~11f lower body projectile invincibility

Upward jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~9f lower body projectile invincibility

Upward jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	4
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~7f lower body projectile invincibility

Upward jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~7f lower body projectile invincibility

Upward jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile invincibility

Upward jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	7
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~11f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~10f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~8f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~9f lower body projectile invincibility

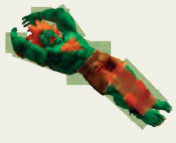
Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	7
ACTIVE	6
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile invincibility



NORMAL THROWS

Blanka's forward throw leaves your opponent right in front of you and gives you the chance to try several offensive setups. Blanka has a safe jump that works against reversals that are 4 frames or slower: follow a throw with a dash, then a Surprise Forward, then jump. You can cross over your opponent and use a jumping MK or neutral jump and use HK. He also has a 5-frame safe jump setup: whiff MP Rolling Attack, then jump immediately as it recovers. The MP Rolling Attack will cross over the fallen opponent, nullifying their back charge. Since the first setup won't work against Cammy, Decapre, and Sagat because of their slower wakeup timing, the second setup is recommended against them. Otherwise, you should consider your position on the stage before choosing which safe jump would be better. After forcing your enemy to block a jumping HK, you can either go low with a crouching LK or crouching MK, or you can attempt a fuzzy guard attack on taller opponents such as Sagat, Seth, and T.Hawk by immediately jumping back with jumping HK.

You can use Ultra I as a cross-up after forward throw by taking a slight pause, then inputting the directions for Lightning Cannonball, making sure to slightly step forward before activation; the directional buffer window for the Ultra is large enough for you to walk for a good distance before you have to activate it. If you step far enough forward, you will cross over your opponent as they wake up, forcing them to choose which direction to block. Blanka is still invincible when coming down and also when at an awkward angle on top of opponents, allowing this attack to stuff many attempts at escaping without the use of teleports.

Blanka's back throw launches your opponent about half a screen away; it also moves Blanka forward, giving you room to retreat. As your opponent is further from you off of back throw, you don't have quite as many viable offensive setups. You can put an opponent with a weak wakeup game into a left-right mix-up by either using Surprise Forward twice then attacking your opponent from the far side, or by using Surprise Forward followed by a forward dash to attack from the side you started on. Blanka also has a safe jump setup that works against 8 frame or slower reversals by dashing forward and then jumping in with HK.

If you build back charge immediately during the throw animation, you can advance quickly to your opponent by whiffing LP Rolling Attack then attacking your opponent at point-blank as they stand; once you've established that you like to move forward with Rolling Attack, you can set up a meaty cross-over Rolling Attack by whiffing standing LK and then following immediately with a HP Rolling Attack.



Wild Fang LP + LK

DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.008

Jungle Wheel ⟲ + LP + LK

DAMAGE	120
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.008

Since Blanka's throws are hard knockdowns, your opponent can use delayed wakeup to avoid any setup you use to sneak in your next hit. Your opponent won't always use delayed wakeup, but when they do, you have the option of whiffing a crouching LK to enable the same setups as you would normally. Crouching LK is 12 frames total, making your setup comparatively 1 frame slower than it would be otherwise. Thus, your 4-frame safe jump becomes a 5-frame safe jump when used in tandem with a crouching LK to beat a delayed wakeup.

FOCUS ATTACKS

Blanka's Focus Attack has deceptively long range. It has a phantom hitbox far in front of Blanka's claws, more than a training mode square in front of you, outranging moves such as Ryu's crouching MK. Due to the slow recovery of Blanka's forward dash, level 1 Focus Attack is -4 on hit or block when canceled into a forward dash, making it unsafe against an opponent who is looking for it. Likewise, level 2 Focus Attack is only +2 on block, not allowing Blanka any guaranteed pressure.

The advent of Red Focus Attacks in *Ultra Street Fighter IV* gives Blanka some new potential combo openings. By canceling from close-range Vertical Roll or LP/MP Rolling Attack into EX Red Focus and releasing, you can score a crumple, enabling new follow-ups.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10 + 10
ACTIVE	2
RECOVERY	38
ON HIT	-24 (-4)
ON BLOCK	-24 (-4)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	18 + 10
ACTIVE	2
RECOVERY	38
ON HIT	–
ON BLOCK	-18 (+2)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	63
ACTIVE	2
RECOVERY	39
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10 + 10
ACTIVE	2
RECOVERY	38
ON HIT	-24 (-4)
ON BLOCK	-24 (-4)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	150
STARTUP	18+10
ACTIVE	2
RECOVERY	38
ON HIT	–
ON BLOCK	-18 (+2)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	63
ACTIVE	2
RECOVERY	40
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Rock Crusher
Near opponent
→ or ← + MP



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 40
STUN	50, 50
STARTUP	7
ACTIVE	2 (1) 4
RECOVERY	11
ON HIT	+3
ON BLOCK	-2
CANCEL	SP, SU

NOTES +1 on hit against crouching opponent

Rock Crusher Charge
Near opponent, hold:
→ or ← + MP

HITS	2
BLOCK LEVEL	H
DAMAGE	50, 40
STUN	50, 50
STARTUP	25
ACTIVE	2 (1) 5
RECOVERY	11
ON HIT	+5
ON BLOCK	+0
CANCEL	—

NOTES —

Amazon River Run
↘ + HP



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	10
ACTIVE	16
RECOVERY	16
ON HIT	—
ON BLOCK	-11
CANCEL	—

NOTES Hard knockdown



Rock Crusher: Blanka reels back then slams his head down on his opponent. If you hold MP rather than releasing it immediately, Blanka will stall for a moment before attacking. The delayed version must be blocked high and also gains additional advantage, allowing you to link after this overhead (see Combo III).

Amazon River Run: Blanka slides low across the ground, rapidly approaching his opponent. Amazon River Run goes under all projectiles except for Juri's LK Fuhajin. It even goes under Sagat's low Tiger Shots. This move is fast enough to punish even quick-recovering projectiles like Guile's Sonic Boom. If spaced appropriately, hitting with later frames, this move is safe (and even advantageous) on block.

Surprise Forward
→ + K K K



HITS	—
BLOCK LEVEL	—
DAMAGE	—
STUN	—
STARTUP	—
ACTIVE	—
RECOVERY	22
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 5~18f airborne, cancelable normal can lead to Surprise Forward

Surprise Back
← + K K K



HITS	—
BLOCK LEVEL	—
DAMAGE	—
STUN	—
STARTUP	—
ACTIVE	—
RECOVERY	29
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 4~21f airborne, cancelable normal can lead to Surprise Back

Coward Crouch
↓ + P P P



HITS	—
BLOCK LEVEL	—
DAMAGE	—
STUN	—
STARTUP	—
ACTIVE	—
RECOVERY	53
ON HIT	—
ON BLOCK	—
CANCEL	SP, SU

NOTES 32~40f airborne, 29~31f can cancel into specials and Supers

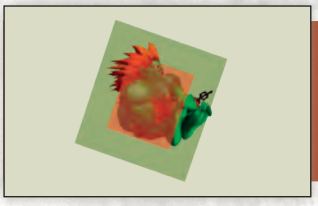
Surprise Forward: Blanka does a quick hop forward that looks like his normal dash. These are usually just called "hops." During frames 4 through 18, Blanka is off the ground and can pass through the opponent. You can cancel Blanka's normal moves into this movement-oriented unique attack, allowing you to potentially change sides while pressuring your opponent to confuse them or potentially go for a reset off of a confirmed hit.

Surprise Backward: Blanka does a backwards "hop" that looks quite similar to his backdash. Unlike his backdash, there is no invincibility, but he is airborne for most of the duration of the move. You can safely cancel blocked normal moves into Surprise Backward to escape your opponent when you aren't cornered.

Coward Crouch: Blanka flattens himself close enough to the ground to where projectiles and some attacks will whiff over him. You can cancel the recovery of Coward Crouch into any special move or into Blanka's Super. One curious feature of Coward Crouch: no matter how soon you buffer a special move after cowering, the buffer window will retain the first special you use and will not overwrite it with further inputs.

SPECIAL MOVES

LP Rolling Attack
Charge ←, → + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	100
STARTUP	6
ACTIVE	18
RECOVERY	4+2 ON GROUND (36+5 ON CONTACT)
ON HIT	-15
ON BLOCK	-24
CANCEL	SU

NOTES Armor break, airborne starting on 8f

MP Rolling Attack
Charge ←, → + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	6
ACTIVE	33
RECOVERY	4+2 ON GROUND (36+5 ON CONTACT)
ON HIT	-15
ON BLOCK	-24
CANCEL	SU

NOTES Armor break, airborne starting on 8f

HP Rolling Attack
Charge ←, → + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	6
ACTIVE	33
RECOVERY	4+3 ON GROUND (36+5 ON CONTACT)
ON HIT	—
ON BLOCK	-24
CANCEL	SU

NOTES Soft knockdown, armor break, airborne starting on 7f

Rolling Attack: Blanka flies across the screen in a linear streak towards his opponent doing somersaults all the while. After hitting his opponent, Blanka bounces off and lands a short distance away. The different versions determine travel speed as well as distance traversed. As of the *Ultra Street Fighter IV* update, the HP version knocks down on hit at all ranges. It's fast enough to be used to punish moves that recover slowly, like Rufus's crouching HP. The LP version lasts 29 frames total and can be used as a method of traveling forward; your opponent will recognize that a Rolling Attack is coming, but likely will not be able to determine which version you've used, allowing you to approach your opponent behind the shield of misdirection. An opponent expecting this advancement will likely try to jab you out of your spaced Rolling Attacks; this can in turn be countered by HP Rolling Attack, which will score a knockdown and allow you to begin close-up offense. The EX version is projectile invincible until recovery and travels the screen fast enough to punish most projectile attacks on reaction.

EX Rolling Attack Charge ←, → + P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	6
ACTIVE	33
RECOVERY	4+3 ON GROUND (36+5 ON CONTACT)
ON HIT	-15
ON BLOCK	-24
CANCEL	SU

NOTES Projectile invincibility from 1f until hit or recover, armor break, airborne starting on 7

On hit or block, Blanka rebounds off his opponent, flying a short distance away in an arc. This recovery animation starts from where Blanka was when he struck your opponent; as characters are wider when they crouch block, Blanka will start his recovery animation further back than if an opponent stands to block in the exact same spot. The EX version is much safer on block because Blanka bounces back farther after colliding with his opponent than the other versions. There is a bit of randomness dealing with how far you land from an opponent when Rolling Attack is blocked, because Blanka's spinning rectangular hitbox can strike either long-ways on a flat plane close to Blanka, or angled with a corner sticking forward.

For the first 2 active frames, Rolling Attack is considered grounded, which allows you to cancel it into his Super or a Focus Attack. All versions of Rolling Attack break armor and require a 55 frame back charge (see Combo I for usage examples).



LK Backstep Roll
Charge ←, → + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	28
ACTIVE	25
RECOVERY	6
ON HIT	–
ON BLOCK	-23
CANCEL	–

NOTES 1~52f airborne, soft knockdown

MK Backstep Roll
Charge ←, → + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	28
ACTIVE	29
RECOVERY	6
ON HIT	–
ON BLOCK	-23
CANCEL	–

NOTES 1~56f airborne, soft knockdown

HK Backstep Roll
Charge ←, → + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	28
ACTIVE	32
RECOVERY	1+6
ON HIT	–
ON BLOCK	-30
CANCEL	–

NOTES 1~59f airborne, soft knockdown

Backstep Roll: Blanka springs backward, lands on his hands, then flies up and forward in an arc attacking as a ball until he reaches the ground. Backstep Roll can be used as a cross-up but is horribly unsafe on block. The attack can even be absorbed by a Focus charge, leaving Blanka vulnerable to a big punish combo as he lands.

The strength of kick used determines how far Backstep Roll travels. During EX Backstep Roll, Blanka is invincible until he is fairly high in the air; once there, he is highly mobile and unpredictable. This attack breaks armor when used as a reversal, making this move more problematic to your opponent since they must actually make a decision to deal with the threat of a left-right mixup instead of just charging Focus.

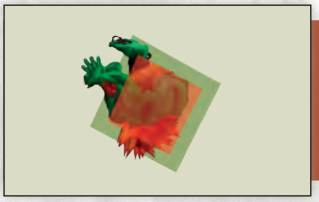
All versions of Backstep Roll knock down on hit and require a 55-frame back charge.

EX Backstep Roll
Charge ←, → + K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	28
ACTIVE	33
RECOVERY	1+5
ON HIT	–
ON BLOCK	-25
CANCEL	–

NOTES 1~22f invincible, 23~26f throw invincible, 1~60f airborne, soft knockdown



LK Vertical Roll
Charge ↓, ↑ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	4
ACTIVE	18
RECOVERY	40+5 ON GROUND (36+5 ON CONTACT)
ON HIT	-17
ON BLOCK	-21
CANCEL	SU

NOTES Airborne from 3rd frame

MK Vertical Roll
Charge ↓, ↑ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	4
ACTIVE	15
RECOVERY	42+10 ON GROUND (36+5 ON CONTACT)
ON HIT	-17
ON BLOCK	-21
CANCEL	SU

NOTES Airborne from 3rd frame

HK Vertical Roll
Charge ↓, ↑ + HK

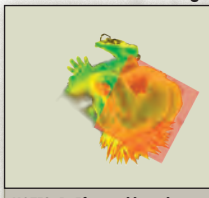
HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	4
ACTIVE	12
RECOVERY	46+4 ON GROUND (36+5 ON CONTACT)
ON HIT	-17
ON BLOCK	-21
CANCEL	SU

NOTES Airborne from 3rd frame

Vertical Roll: Blanka rolls upward and forward at about a 30-degree angle. Vertical Roll works well as anti-air. It's especially good at stopping jump-ins, mid-range neutral jumps, and backwards jumps from right next to Blanka.

The EX version is invincible until it's active and knocks down during the first 2 active frames, making it a great reversal. All versions of Vertical Roll require a 55-frame down charge. Blanka counts as off the ground from frame 3 until landing. As of *Ultra Street Fighter IV*, Vertical Roll can now be canceled with EX Focus or EX Red Focus, making this one of the very few airborne attacks that's Focus-cancelable. Since Vertical Roll requires a down charge, you can continue to charge it while moving forward with Surprise Forward (← + K K K). Just make sure to keep charging one of the downward directions. Because Blanka can sit on a down charge while advancing, you can use a risky, potent mix-up of Surprise Forward into immediate throw, CR.LK, or EX Vertical Roll. You can even do a point-blank EX Vertical Roll after using Surprise Forward to dash through the enemy to the other side; with down charges, side doesn't matter.

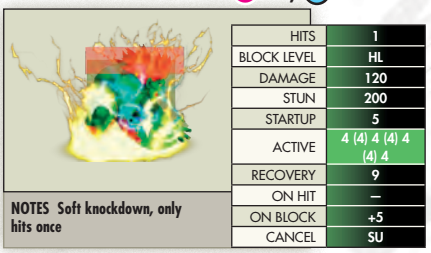
EX Vertical Roll Charge ↓, ↑ + K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	4
ACTIVE	18
RECOVERY	47+10 ON GROUND (36+10 ON CONTACT)
ON HIT	–
ON BLOCK	-26
CANCEL	SU

NOTES 1~5f invincible, airborne from 3f, active frames 1~2f soft knockdown on hit

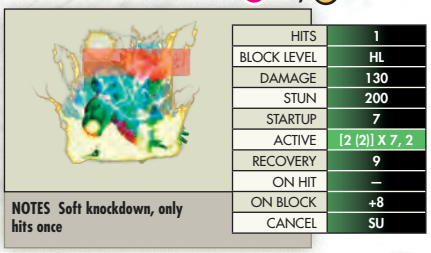
LP Electric Thunder Mash P x4, LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	5
ACTIVE	4 (4) 4 (4) 4 (4) 4
RECOVERY	9
ON HIT	–
ON BLOCK	+5
CANCEL	SU

NOTES Soft knockdown, only hits once

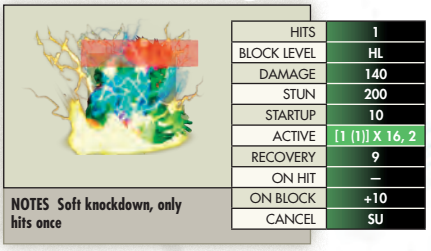
MP Electric Thunder Mash P x4, MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	7
ACTIVE	[2 (2)] X 7, 2
RECOVERY	9
ON HIT	–
ON BLOCK	+8
CANCEL	SU

NOTES Soft knockdown, only hits once

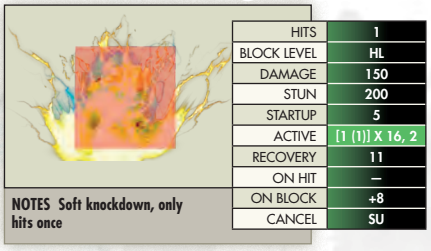
HP Electric Thunder Mash P x4, HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	10
ACTIVE	[1 (1)] X 16, 2
RECOVERY	9
ON HIT	–
ON BLOCK	+10
CANCEL	SU

NOTES Soft knockdown, only hits once

EX Electric Thunder Mash P x4, P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	5
ACTIVE	[1 (1)] X 16, 2
RECOVERY	11
ON HIT	–
ON BLOCK	+8
CANCEL	SU

NOTES Soft knockdown, only hits once

Electric Thunder: Blanka crouches, growls, and shoots lightning in a small radius around and above him. This is the only special move you can do without having charge. As the hitbox of Electric Thunder is on top of Blanka, it can be useful for stopping low-priority jump attacks, dive kicks, and for "high crushing" incoming attacks with tall hitboxes. Make use of it during pressure strings as a frame trap tool both by canceling into Electric Thunder from a range where it will whiff if your opponent doesn't hit a button, or by using the advantage it provides on block to hit your opponent with a follow-up attack.

"Mash"-type attacks can be challenging to use when you want, particularly on a standard gamepad. Mash attacks activate on the 5th button press of either punches or kicks; for the first 4 inputs, button strengths don't matter, while the 5th input determines the strength of the attack.

On a standard joystick, you can activate Electric Thunder by laying one finger on each button and then sequentially hitting 5 buttons; this is generally called the "piano" method. To cancel standing/crouching LP ▷ HP Electric Thunder, you can do either LP~MP~HP~LP~HP or LP~HP~MP~LP~HP. Use a rolling wrist motion to help you while hitting buttons in either ascending or descending strengths. If you try to piano your punch buttons too quickly, you will hit the 5th input the very next frame after the 4th input, resulting in an accidental plink input that ends up producing EX Electric Thunder, wasting a bar; to avoid this, simply go a tad slower, since there is time to spare. To intentionally activate EX Electric Thunder with the piano method, you can either intentionally plink two buttons together at the end, or leave a slight pause before attempting to hit multiple buttons on the same frame for the final input.

To cancel a crouching LK or MK into Electric Thunder, simply press the desired kick button with your thumb then immediately attempt the LP ▷ Electric Thunder piano command as normal. If you attempt to press MK at the same time as the first punch, you may wind up accidentally getting a Focus Attack; again, you have more time than it seems for this complicated sequence, so there's no need to rush the inputs and make mistakes.

Another common method of activating mash attacks is by sliding your fingers across buttons rapidly. This method is harder to implement if you are canceling standing/crouching LP into electricity; it works much more reliably when you use a crouching kick with your thumb, then slide your forefinger from HP to MP to LP before doubling back through MP and finally activating Electric Thunder by sliding back to HP. The slide method has the added advantage of ensuring you leave one button before going on to the next, so accidentally getting EX Electric Thunder is rather unlikely. Note that this method is much easier on convex buttons, and more or less unworkable with concave buttons.

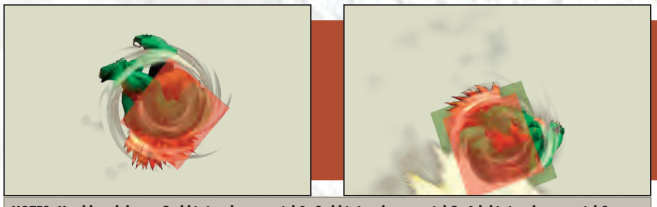
You have more limited options to activate Electric Thunder on a pad due to the spatial constraints; mash attacks are considerably easier to activate on a joystick, but it is certainly doable on a gamepad. With a standard pad and the default button configuration, roll with your thumb from LP to MP then hit HP with your forefinger. Then hit LP again with your thumb before hitting HP again with your forefinger.

When attempting to activate Electric Thunder, you will be somewhat predictable if you always whiff an attack. As you cannot go immediately into a mash attack, you can attempt to hide your inputs by buffering them behind a move used to move you forward such as a dash, Surprise Forward, LP Rolling Attack, a jumping attack, or even Coward Crouch. See Combo IV.

SUPER & ULTRA COMBOS

Ground Shave Roll

Charge ⟲, ⟳⟲ ⟳ + P



HITS	4
BLOCK LEVEL	HL
DAMAGE	400
STUN	0
STARTUP	1+4
ACTIVE	30
RECOVERY	12
ON HIT	–
ON BLOCK	-33

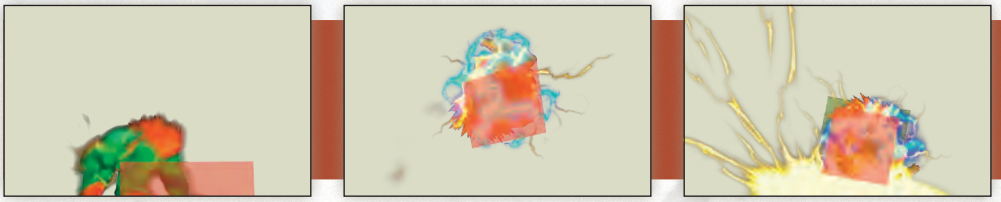
NOTES Hard knockdown, 2nd hit juggle potential 1, 3rd hit juggle potential 2, 4th hit juggle potential 3

Super Combo: Ground Shave Roll: Blanka gathers up velocity during a short vertical roll, spins on the ground, then rolls forward. The strength of the punch used determines the height Blanka hops and the distance forward he rolls; a stronger punch goes higher and farther. If you hold the button to activate the Super, Blanka will roll in place for a second. When you let go of the punch button, Blanka rolls forward across the ground as an attack. If the vertical roll hits the opponent, Blanka sends them into the air. Here's where you want to delay the forward rolling portion until your opponent is falling at a height where Blanka's forward roll will juggle them. Ground Shave Roll requires 55 frames of back charge (see Combo V).



Lightning Cannonball

Charge ←, →←→ + P P P



HITS	4
BLOCK LEVEL	L, H, HL
DAMAGE	490 (500)
STUN	0
STARTUP	0+4
ACTIVE	2 (20) 46
RECOVERY	17
ON HIT	-40
ON BLOCK	–

NOTES 1~27f invincible, 17~51f airborne, 52~71f invincible to throws, hard knockdown, puts opponent into limited juggle state, 3rd hit juggle potential 1, 4th hit juggle potential 2, 5th hit juggle potential 3

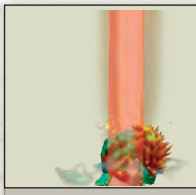
UCI: Lightning Cannonball: Blanka growls, slams the ground, and does an attack similar to Ground Shave Roll while covered in lightning. There is a low-hitting vacuum that does not strictly count as a hit since it does not affect the combo counter. The vacuum is active on frame 4, making Lightning Cannonball the fastest striking Ultra Combo in the game; you can link it off of crouching LK, crouching MK, Rock Crusher, and (if you catch the prejump frames of a backwards jump) close MP. The first real hit of Lightning Cannonball is an overhead, so there's a point-blank low-into-overhead mix-up built into this Ultra. Similar to Ground Shave Roll, you can hold punch buttons to delay the forward rolling; this is necessary if the first part of Lightning Cannonball launches your opponent, since you need to hold Blanka spinning in place for a moment in order to juggle them properly. If you activate the Ultra and the opponent blocks the opening hits properly, or if they're at a distance, then it's up to you to decide whether to let the rolling portion execute immediately, or to hold it for a moment and see if the opponent reacts poorly. You're definitely in a bad position if the opponent blocks or avoids the first hits, but being able to delay the ending gives you at least one more (relatively weak) guessing game before you probably eat a punish combo. Toward the end of rounds, this can be a moot point, since Lightning Cannonball does a huge amount of chip damage. Don't be shy about going for broke with Lightning Cannonball when your foe has low vitality. Lightning Cannonball requires 55 frames of back charge.

UCII: Shout of Earth: Blanka's second Ultra Combo is two Ultras in one. The two different versions look the same during the Ultra flash and don't differ until Blanka actually attacks. If you use P P P to activate, Blanka will let out a bestial howl as lightning strikes him from the sky. If you hold down P P P upon activation, you'll delay the effect of the Ultra. This Ultra Combo works well when used as anti-air, but cannot hit an opponent on the ground. It will strike an opponent after a Focus crumple, since they're briefly considered airborne while they slump forward. Combined with the crumple potential mid-combo of EX Red Focus, Blanka has new ways to lead into Ultra, but they're expensive.

When you activate Shout of Earth with K K K, Blanka strikes the ground twice as lightning rolls across the entire screen with each blow. Blanka is completely projectile invincible until after the attack ends, making this an excellent long-range reactionary punish against projectiles. Like Ultra I, it is also useful for chipping out a low-vitality opponent (though characters can avoid the majority of the damage through careful dodging and use of specific abilities to stay in the air). Both versions require a 42-frame down back charge, quite a quick charge compared to most charge specials.

Shout of Earth (anti-air)

Charge ↓, ↙←, ↓, ↙ + P P P

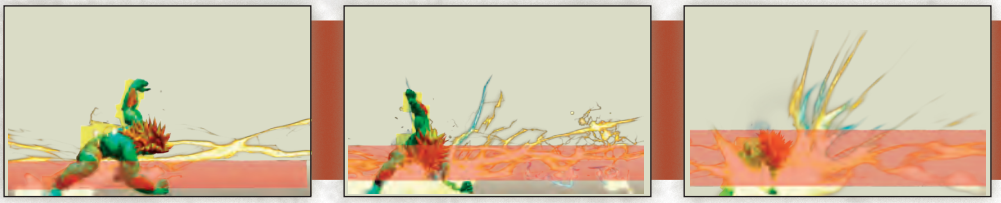


HITS	9
BLOCK LEVEL	HL
DAMAGE	500
STUN	0
STARTUP	1+6
ACTIVE	55 (3) 6
RECOVERY	80
ON HIT	–
ON BLOCK	–

NOTES 1~7f invincible, 8~60f projectile invincible

Shout of Earth (anti-ground)

Charge ↓, ↙←, ↓, ↙ + K K K



HITS	4
BLOCK LEVEL	L
DAMAGE	420
STUN	0
STARTUP	0+12
ACTIVE	2 (7) 2 (33) 90
RECOVERY	31
ON HIT	–
ON BLOCK	-57

NOTES 1~11f invincible, 12~135 projectile invincible, armor break, anti-air hit puts opponent into limited juggle state, 2nd hit juggle potential 1, 4th hit juggle potential 2

Recommended Ultra Choice: Double Ultra

Blanka's Ultra I is one of the fastest Ultras in the game, so much so that you can use it in simple combos like crouching MK, Lightning Cannonball. It also enables an ambiguous cross-up that is safe against uppercut-type reversals off of your forward throw. Meanwhile, Blanka's Ultra II offers excellent defensive options, working well as anti-air and to prevent or punish projectiles. It even works well as a way to K.O. low-vitality foes from full-screen distance. Against opponents such as Gouken or Sagat, who will heavily rely on projectiles to face you, Ultra II is most advisable. Against other opponents, the decision to use Ultra I or II depends upon how comfortable you are using Ultra I in your mix-ups/combos compared to how likely you are to take advantage of Ultra II as an anti-air or a chip-out tool. W Ultra reduces Blanka's Ultra damage to 75% while granting access to both Ultra I combos/gimmicks as well as the defensive options of Ultra II. Because Blanka is not overly reliant on landing an Ultra Combo to win a match, the damage reduction does not hurt him as much as the loss of utility of either Ultra might. Blanka is often best served choosing W Ultra for the extra options.

Overview



PROS:

- Tricky mix-up options confuse your opponents, allowing Blanka to sneak in hits as well as continue offensive pressure after pushing himself out
- Fastest jump speed in the game, giving your opponent less time to react and anti-air your approach
- Excellent walk speed and good selection of normals and specials make Blanka well suited to play footsies, turtle up on an opponent, or use a runaway style to suit any situation
- Multiple methods of getting around projectiles at both mid- and long range allow Blanka to deal with them better than other charge characters
- Wakeup delayed by 2 frames messes up opponent's precise offensive setups

CONS:

- Doesn't have an invincible reversal attack without spending meter
- Has trouble opening up turtling opponents
- Rolling Attack, Vertical Roll, and Backstep Roll are very unsafe on block; LP, MP, and EX Rolling Attack are unsafe on hit against some characters
- Low-damage bread-and-butter combos

Blanka is a charge character with great mobility. This allows him to excel at either a defensive game where he stops his opponent from getting offense started or by using speed and cunning to rush his opponent down with confusing mix-ups. Blanka's tools allow you to pick and choose how to face your opponent, whether by keeping away from them and forcing them to risk damage coming to you, or by getting on top of your opponent and forcing them to guess whether you are attacking them high, low, left, or right.

Your objective playing Blanka is to play defensively and force your opponent to come to you, or to use close-up mix-ups and tricks to capitalize on the opponent's confusion. Achieve this by:

- Using his excellent movement speed and strong pokes to control mid-range
- Relying on his fast jumps, dashes, command hops, and specials to quickly break through mid-range and get on top of the opponent
- Not letting characters with ranged attacks dictate the course of the match by using Amazon River Run, EX Rolling Attack, and Focus Attack
- Canceling normal moves into Surprise Forward to mix-up and continue to pressure opponents from close range

BLANKA'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
Vitality reduced from 1050 to 1000	—
Diagonal jumping HP damage reduced from 110 to 90	—
Surprise Forward duration lowered from 25 frames to 22	Gives opponent less time to react to Blanka hopping forward
Rolling Attack range slightly reduced	—
Coward Crouch can only be canceled when the stick goes to neutral	Formerly any non-down direction
Ultra I damage lowered from 600 to 500	—

Super Street Fighter IV* to *Super Street Fighter IV Arcade Edition

CHANGE	EFFECT
CR. MP damage reduced from 90 to 80	—
CR. HP damage increased from 100 to 120	—
Rock Crusher recovery reduced from 12 frames to 11, advantage on hit increased from +3 to +4	Can now link Ultra I on hit
↘ + HP active frames reduced from 19 to 16, advantage on block changed from -14 to -11	Safer on block on the first frame, same advantage of +4 when blocked on final frame
Rolling Attack hitbox reduced, hurtbox extended forward, grounded frames at startup increased from 1~6 to 1~8	More susceptible to being hit before reaching opponent
LP, MP, HP Rolling Attack recovery animation has less pushback	Much less safe on block
EX Backstep Roll travel distance reduced	Less distance between you and opponent when used to escape a corner
EX Electric Thunder startup reduced from 10 frames to 5	Less prone to counter hits on startup, works better as a frame trap

Arcade Edition to 2012 Update

CHANGE	EFFECT
Rock Crusher reduced pushback, advantage on hit increased from +4 to +5	Easier to use as a combo starter
LP Rolling Attack damage increased from 100 to 110	—
MP Rolling Attack damage increased from 110 to 120	—
HP Rolling Attack damage increased from 120 to 130, first 2 active frames knockdown	Able to always be safe on hit in combos from slightly closer than max range ST.LP
EX Rolling Attack damage increased from 110 to 120, first 2 frames put opponent in free juggle state	Allows a reset opportunity after EX Focus cancel forward dash
All versions of Vertical Roll grounded recovery increased from 7 frames to 12	More punishable on the ground
EX Vertical Roll first 2 active frames knockdown	Safe on hit on grounded opponent

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Forward Dash total duration reduced from 21 to 20 frames	Makes approaching on the ground safer
CL.MK is now +5 on hit, pushback on guard or hit increased	Allows attack to beat throws, can now be linked after into larger combos
HP Rolling Attack knocks opponent down at all distances	Can now safely use this move in combos without fear of punishment
All versions of Backstep Roll gain 2 frames of additional blockstun	—
All versions of Vertical Roll can be EX Focus Canceled on hit or block	New combo and reversal options
Anti-air version of Ultra II has a larger hitbox on 1st active frame but no longer hits grounded opponents	Blanka can more easily hit opponents as they jump in from further distance

LONG RANGE

From long range, Blanka has several tools that will get him in fast. Between his excellent walk speed, quick jump, and several forward-moving attacks, Blanka always has a way to approach his opponent. When your opponent doesn't have a projectile, you can safely move up to closer range. From full screen, MP Rolling Attack will fall slightly short of your opponent, though they'll have to be afraid of Rolling Attack to not attempt to punish it as it approaches.

Blanka has excellent options for dealing with projectiles at long range. Between Coward Crouch and Focus absorption, avoiding projectiles altogether is quite simple. Blanka's jump is so fast that it's sometimes tricky to neutral jump over slow-moving projectiles like Guile's LP Sonic Boom or Dee Jay's LP Air Slasher, so Coward Crouch is often a better alternative. Coward Crouch is even low enough to go under Sagat's Low Tiger Shot, but it will not go under Juri's LK Fuhajin. It can also be hit from above with Akuma's air fireballs. EX Rolling Attack is projectile-invincible from startup until recovery and moves rapidly forward, allowing you to punish most projectiles on reaction from long range. EX Rolling Attack is generally safe on hit, though some characters such as Chun-Li with Ultra I and occasionally Ryu with his Super will be able to punish you even when your EX Rolling Attack cleanly punishes the fireball's recovery. Blanka's Ultra II (anti-ground version) is arguably the best projectile-punishing Ultra in the game. It hits full screen and is completely projectile invincible until recovery. The only drawback to Ultra II is that, at long range, it's often hard to disguise when you do or don't have a ↩ charge. You can attempt to disguise the charge by whiffing LP Electric Thunder under the guise of an attempt to build meter. You can hold a ↩ charge while representing movement with Surprise Backward (↩ + K K K).

When not currently focused on getting in on your opponent, it is important to try to keep a down-back charge. The speed and range on Rolling Attack and Vertical Roll often prohibit characters from using tactics that are quite safe against most of the rest of the cast. From far range, stop your opponent from jumping with HK or EX Vertical Roll. Vertical Roll's angle lets you hit foes out of the air from much farther than most other anti-airs. This works well in a situation like when Guile throws LP Sonic Boom and follows it in. Most characters would simply have to block, but if Blanka has a down charge he is able to go forward over the Sonic Boom and hit his opponent. Likewise, if an opponent ever uses a slowly-recovering move, you can attempt to whiff punish with HP Rolling Attack. HP Rolling Attack knocks down on hit from any range (new to *USFIV*) and allows you to immediately go on the offensive or back off returning to a keep-away game plan.

MID-RANGE

You have one of two goals from mid-range: either get in on the opponent, or keep things in mid-range. Deciding on the best course of action depends upon several factors: the character your opponent is playing, the likelihood you'll beat your opponent in a footsies match, whether your opponent has enough meter to make a reversal safe, who has the life lead, and even how much time is left on the clock. Against an opponent that out-ranges Blanka with strong normals (such as Balrog, Chun-Li, Dhalsim, Fei Long, and M. Bison), it is worthwhile to try to get in on your opponent. Against characters with weaker ground games (such as Abel, C. Viper, El Fuerte, Rufus, and Zangief), you may want to consider keeping back to a mid-range game and employing Blanka's superior speed and normals to slowly wear your opponent down. Of course, even against a character you'd like to be on top of it is sometimes not worth the effort and expense to get in. When you have a substantial life lead over your opponent, it is often best to just let them come to you no matter who it is. When you have meter and charge, you can often force your opponent to take damage getting in, thus increasing the lead you already have. When the timer is running low, all of this becomes more important. If you need damage quickly, Blanka is fast enough to get in and hopefully hit and reset them. But when you have the life lead as time winds down, it is generally best to retreat from your opposition.

From mid-range, Blanka has several reliable normal moves that allow you to control your opponent. Crouching HP and crouching HK both have quick startup and good range. Because both moves are negative on block, you should attempt to use them only when you're far enough away from your opponent to be safe from their longer-reaching normal moves. Optimally, you'd connect with either attack at max range. Some attacks, such as Cammy's Super and Chun-Li's Ultra I, are fast enough and reach far enough that these moves can always be punished on block. In these cases, rely on safer moves unless you are a deadeye with a whiff punish or sniping their backwards movement with a sweep. As your opponent approaches, you can opt to remain at mid-range by either walking backwards or by sticking out a poke: crouching MP, crouching MK, standing MP, and standing LP are all good attacks to use for this.



Standing LP is active on the third frame and can be canceled into Surprise Forward to get in on your opponent; you can also cancel standing LP into HP Electric Thunder, which will whiff at this range, but it will hit an opponent who tries to counter-poke after Blanka's LP.

Mid-range is the optimal distance to abuse the long reach of Blanka's Focus Attack. If you absorbed an attack with Focus charge, it's best to release immediately regardless of whether you've charged to level 2 for a guaranteed crumple yet. Getting greedy charging for longer gives the opponent a window to react with an invincible special that will break your Focus with a second hit (or for them to just mash out another quick normal, depending on the character). As Blanka's level 1 Focus Attack is -4 on hit after canceling it by dashing in, it's generally safer to back dash; in the event that you counter-hit an attack, causing a crumple even at level 1, you can still punish your opponent with either Amazon River Run, HP Rolling Attack, or Ultra II.

Blanka is tied with several characters for the second-fastest walk speed both forward and backward. In order to play an effective mid-range game, you'll need to capitalize on this to stay at your most comfortable range by quickly reacting to the opponent as they step forward or backward. This range generally depends on your enemy's reactions to your individual moves. If an opponent is constantly backing away, they're likely looking for you to whiff crouching HP or crouching HK. You can use this tendency to press toward your opponent and start backing them to the corner.

From mid-range, projectiles can be a bit more of a hassle to deal with. Unless you are actively looking for them, you may not have time to respond. Fortunately, Blanka's options for punishing projectiles are even stronger when he's closer. EX Rolling Attack and Ultra II still work very well, but you have less time to see and react to the fireball. At mid-range, you also have a need to be more mobile, so having the charge for Ultra II is less likely. Fortunately, Amazon River Run (+ HP) is fast enough to punish projectiles on reaction, causes a hard knockdown, and requires no charge. If spaced correctly to hit with just the tip of Blanka's claws, Amazon River Run leads to advantage on block.

You can also use Coward Crouch to go under a projectile, then cancel Coward Crouch into either Electric Thunder or EX Vertical Roll to punish your foe's attempt at hitting before you recover.

Blanka has several ways in when you want to close in on an opponent, though all of them have their drawbacks (unless you maneuver your opponent to the corner before going in). Surprise Forward is 2 frames slower than Blanka's regular dash, but it's airborne for most of the duration, allowing a slight bit of protection from a full combo. You can also cancel into Surprise Forward from moves such as standing LP, adding additional surprise and security. After Surprise Forward, you can pressure with lows, frame traps, throws, or even an invincible EX Vertical Roll or Ultra for when you think your opponent is going to try to attack just as you're recovering. You should hold when attempting to hop forward in this manner to conserve down charge if you intend to use an EX Vertical Roll as you recover from Surprise Forward. To go from a hop into an Ultra, hit K K K on the first or input then buffer the rest of the motion as Blanka is moving forward. LP Rolling Attack from just outside of its maximum range will also get Blanka to close range with the added bonus of a forward-moving hitbox. LP Rolling Attack is 29 frames long but only the final 2 frames are grounded, so in the event that your opponent reacts to the ball, they're likely to send you into air recovery rather than land a full combo. Unlike with Surprise Forward, LP Rolling Attack takes too long for you to buffer an Ultra command, but it's also too short to give you time to build charge for access to a special as you recover.

When your enemy decides that the mid-range game isn't working out for them, they will likely wait until you lose charge and then jump at you. As Blanka's Vertical Roll and Ultra II (anti-air) both require down charge, when your opponent sees you take a step, they will know they have a window. If your opponent jumps in from a bit further out, you can still anti-air them with standing HK, crouching MP, or crouching HP. From some angles, you just won't be able to land any of those normals, so it's best to either use neutral jumping HP or backwards jumping HK.

CLOSE RANGE

Blanka's close-range offensive game is based upon staying on top of your opponent and repeatedly forcing them to choose between being frame trapped or being thrown. If they guess wrong, they're open to getting knocked down from a throw or from Combo I and Combo VII variants. When you score throws, you get safe jumps and left/right and high/low mix-ups. You can also choose not to finish your combos and instead cancel into Surprise Forward, which will keep you close to your opponent and may even cause Blanka to swap sides, confusing them. These setups will cause your opponent to not want to deal with Blanka's shenanigans and make them instead want to tech your throws.

Because Blanka lacks any chain-cancelable normal moves, his primary tool for pressuring is crouching LK linked into itself. Close MK goes over low attacks from the third frame onward, allowing Blanka to punish crouch techs for reasonable damage into a knockdown (see Combo VII). Close LK works in a similar fashion and is faster on startup, but it doesn't lead to a combo. Both attacks have limited activation range, so they can only be used after the pushback from a single crouching LK. From slightly further back, you can frame trap with linked crouching LK, which will work until you've out-ranged both Blanka's throw and your opponent's. There is a 2-frame gap in between two crouching LK pokes, meaning an opponent can actually interrupt with an invincible reversal, trade with an attack active on the third frame, or even throw you on block if they are paying close attention or anticipating Surprise Forward. Upon confirming a hit, you have easy options of using either HP Electric Thunder or HP Rolling Attack to knock down your opponent. You can also cancel into Surprise Forward and attempt to either throw your opponent or continue pressuring with repeated crouching LK, crouching MK, close MP, or just pausing, attempting to bait a reversal.

When you cancel into Surprise Forward off of a normal move, Blanka is always at a disadvantage (ranging from -9 to -12 on block or -4 to -9 on hit, depending on which attack you used). You cannot afford to be predictable with Surprise Forward; it should complement your offensive pressure rather than comprise it. An opponent expecting Blanka's Surprise Forward will likely try to counter your offense by sticking out a random LP or similar poke during your approach. If you take notice of this, it is occasionally worthwhile to follow up a Surprise Forward with either EX Vertical Roll or even the occasional Lightning Cannonball. Your opponent may also try to jump away to reset the situation and retreat. You can easily punish a backwards jump on reaction with HK or EX Vertical Roll.

Canceling a normal into Electric Thunder leaves Blanka with up to +10 frames of advantage on block. You have enough time to at least take a step forward before continuing with your offense, though you will push yourself out after a few successive Electric Thunders on block. You can even land two successively as a true blockstring. If your enemy is too afraid of frame traps to attempt to crouch tech, you can opt to open them up by using Rock Crusher as an overhead rather than always going for a throw. Rock Crusher leaves Blanka at +5 on hit while giving you enough time to build the charge for a special to end a combo, knocking your opponent down (potentially with Ultra I; see Combo II).

When your opponent is on the offensive at close range, you can use EX Vertical Roll to get your opponent off of you. With the change Blanka received in this version of the game, you can now Focus cancel Vertical Roll in order to make the move safer on block. Mid-screen, you can make good use of his backdash and Focus backdash to get some space from your aggressor. You can also cancel a + LP + LK crouch tech into Surprise Backward if you aren't afraid of a counter-hit setup. Ordinarily, EX Backstep Roll is unsafe to use as an offensive tool because an opponent with as low as 45 vitality can merely Focus-absorb the hit, determine on which side you are going to land, and then punish you (either by dashing at you if you land behind them or by crumpling you if you land in front).

But when you use it as a reversal, your opponent cannot absorb the hit, so they'll have to either guess correctly which side you are attacking from or attempt a risky anti-air against a moving target that is directly above them. EX Backstep Roll works well as a reversal during gaps in your opponent's pressure or as a wakeup. It can get Blanka out of a corner he's trapped in, though you must be cautious about an opponent using an option select to hit you, since your invincibility wears off before the attack is active. For example, Ryu players can option select crouching HP to hit above him as you try to escape; many other characters have similar option selects that they can employ. EX Vertical Roll will beat your opponent's option select, while a wakeup throw will get you damage if your opponent is doing a delayed high attack without an option select.

Combos

I. Charge back, CR.LK, CR.LK, CR.LK, ST.LP ▷ ↷ + HP

183 damage, 295 stun
Charge back, CR.LK, CR.LK, ST.LP ▷ ↷ + HP
175 damage, 280 stun
Charge back, CR.MK, ST.LP ▷ ↷ + HP
204 damage, 310 stun
Charge back, CR.MK, CR.MK, CR.LP ▷ ↷ + HP
255 damage, 380 stun

As most of Blanka's special attacks require charge, his combos will often require you to buffer the charge during other moves. Linking crouching LK to a second crouching LK requires single-frame precision, making this combo require a pair of 1-frame links. Plink CR.LK~LP to make the link easier. Although you can easily confirm a hit after only using crouching LK twice, Blanka will not have enough back charge unless you preemptively began charging. However, if you started charging during a dash, a Surprise Forward, a jump-in, or even a cross-up jumping MK, you'll have enough charge to cancel into Rolling Attack after only two links. Crouching MK links into itself with 1-frame precision and is a useful high-damage option on wider characters who are crouching such as Abel, E. Honda, and M. Bison. On some characters like Blanka, Sagat, and Zangief, you can make this combo work as they are standing if you use a standing LP instead. Unlike crouching LK, you have enough time to build charge after only using crouching MK twice.

II. Charge back, (hold) MP, ST.LP ▷ ↷ + HP

224 damage, 310 stun
Charge back, (hold) MP, CR.MK ▷ ↷ + HP
264 damage, 360 stun
Charge back, (hold) MP, ↷ ↶ ↷ + P P P
486 damage, 100 stun

When you hold MP rather than release it immediately, Rock Crusher becomes an overhead with enough frame advantage to use it as a combo starter. It also gives you enough time to visually confirm a hit off of the single attack. Unlike crouching LK as used in Combo I, you have plenty of time to build up charge for special moves, even Lightning Cannonball. Against characters with wider hurtboxes and most crouching characters, you can link crouching MK followed by far standing LP for additional damage.

III. Charge back, CR.MK, ↷ ↶ ↷ + P P P

466 damage, 100 stun
Charge back, CR.MK, CR.LK, ↷ ↶ ↷ + P P P
448 damage, 150 stun
Charge back, CR.LK, ↷ ↶ ↷ + P P P
426 damage, 50 stun
Charge back, CR.LK, CR.LK, ↷ ↶ ↷ + P P P
408 damage, 100 stun

Due to the fast startup on Lighting Cannonball, Blanka has several different options for simply linking into his Ultra Combo. As the first hit is active on frame 4, it's a 2-frame link into Lightning Cannonball off of crouching MK, and a 1-frame link off of crouching LK. The range on the first strike isn't very long, so you have to both be close to your opponent as well as start this combo with a little bit of charge in advance. (For example, after jumping or hopping deep into your foe while charging back preemptively.)

IV. ST.LP ▷ HP Electric Thunder

170 damage, 250 stun
CR.MK ▷ HP Electric Thunder
210 damage, 300 stun

Unlike most of his combos, here you can cancel Blanka's normals without charge, giving Blanka easy walk-up pressure. As Electric Thunder grants advantage on block, it is safe to throw this out anytime you're in range and on the offensive. Electric Thunder doesn't have the longest range, so you must know when your electricity will and will not reach. Even when Blanka is out of range for this string to work on block, it can still be an effective frame trap if you know your opponent likes to tech throws or mash jab. On block, Electric Thunder leaves Blanka at +10, which allows you to further pressure your opponent via a sweep, a tick throw, walking forward into more electricity, or even a gimmicky dash/Surprise Forward mix-up if your opponent is too scared to hit a button.

V. Against cornered foe, charge back, CR.MK ▷ HP Electric Thunder ▷ ↷ ↶ ↷ + MP

450 damage, 300 stun

You can only hit this Super Combo after Electric Thunder in a corner. Anywhere else on the screen, Blanka will be too far away to reach. All versions of Ground Shave Roll deal the same damage, but the MP version should be used as some characters who won't be hit by the HP version.

VI. Charge back, CR.MK, ST.LP ▷ ↷ + MP ▷ ↷ ↶ ↷ + HP

476 damage, 270 stun

You can also cancel Rolling Attack into Ground Shave Roll when up close. As HP Rolling Attack will knock down the opponent, use MP Rolling Attack in this combo. Unlike Electric Thunder, LP/MP Rolling Attack will easily combo into Ground Shave Roll mid-screen.

VII. CL.MK, ST.LP ▷ HP Electric Thunder

222 damage, 310 stun
Charge back, CL.MK, ST.LP ▷ ↷ + HP
214 damage, 310 stun

Close MK works well as a low crush, allowing you to easily punish crouch-tech attempts. Close MK is also a 2-hit move, so it can even be useful to break Focus Attacks. If you have charge when you connect with close MK, you can instead opt to cancel far LP into HP Rolling Attack. As a caveat, close MK is only +3 on hit, so you will have a natural 1-frame link into standing jab (unless you plink with the Back/Select button). This being the case, it is generally better for you to use Electric Thunder rather than Rolling Attack, because if you drop the combo, you will have advantage instead of getting punished.

C. VIPER

First Appearance: *Street Fighter IV* (2008)



Data

STAT	VALUE	RANK
Vitality	900	D
Stun Threshold	950	C
Forward Walk Distance Per Frame	0.05	A
Backward Walk Speed Distance Per Frame	0.035	B
Dash Duration in Frames	19 frames	B
Dash Length	1.3	B
Backdash Duration in Frames	8 invulnerable, 8 airborne, 11 grounded (27 total)	C
Backdash Length	1.25	A-
Pre-jump Frames	4 frames	A
Jump Duration	36 frames	B
Diagonal Jump Distance	1.75	C
High Jump Pre-jump Frames	4	A
Vertical High Jump Duration in Frames	46	B
Diagonal High Jump Duration in Frames	42	A
Diagonal High Jump Distance	3.69	S

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



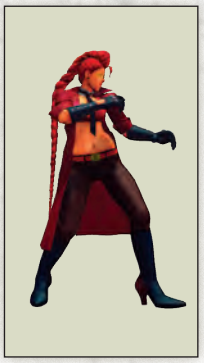
High Jump Arc



Costume 1



Costume 2



Costume 3

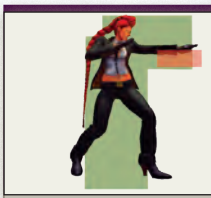


Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU, HJ

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	9
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU, HJ

NOTES —

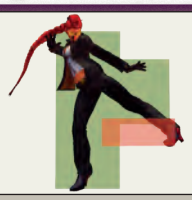
HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	9
ACTIVE	2
RECOVERY	16
ON HIT	+5
ON BLOCK	+0
CANCEL	SP, SU, HJ

NOTES —

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	5
ACTIVE	1
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU, HJ

NOTES —

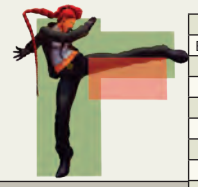
MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	11
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU, HJ

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 60
STUN	125, 75
STARTUP	12
ACTIVE	1 (8) 3
RECOVERY	17
ON HIT	+3
ON BLOCK	-2
CANCEL	SU

NOTES —

STANDING (ST.) NORMAL MOVES

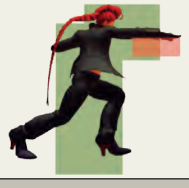
LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU, HJ

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	14
ACTIVE	4
RECOVERY	16
ON HIT	+3
ON BLOCK	-2
CANCEL	—

NOTES Kara cancelable late

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU, HJ

NOTES —

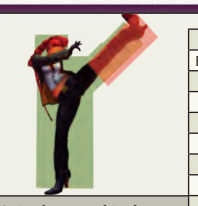
MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

HK or ↘ + HK

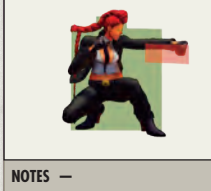


HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	6
RECOVERY	15
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES Juggle potential 1, alternate command ↘ + HK

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU, HJ

NOTES —

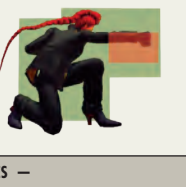
Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	9
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU, HJ

NOTES —

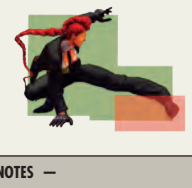
Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	8
ACTIVE	2
RECOVERY	18
ON HIT	+2
ON BLOCK	-2
CANCEL	SP, SU, HJ

NOTES —

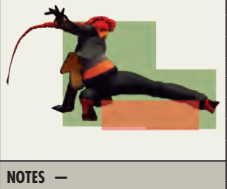
Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	12
ON HIT	+0
ON BLOCK	-3
CANCEL	CH, SP, SU, HJ

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	16
ON HIT	-2
ON BLOCK	-5
CANCEL	SP, SU, HJ

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	12
ACTIVE	3
RECOVERY	18
ON HIT	—
ON BLOCK	-3
CANCEL	SP, SU, HJ

NOTES —

VERTICAL JUMP NORMAL MOVES

Upward jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility

Upward jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~12f lower body projectile invincibility

Upward jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	8
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~13f lower body projectile invincibility

Upward jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~10f lower body projectile invincibility

Upward jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	9
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility

Upward jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	7
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~12f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	8
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	7
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~13f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~12f lower body projectile invincibility

NORMAL THROWS

Use C. Viper's Ab Fitness to push the opponent toward a corner. Despite how far the opposing character is thrown, a forward high jump quickly closes the distance. You still have access to relatively potent setups; when you recover from the throw, walk forward a few steps, then high jump forward. Perform air HK to hit the opponent from the front, or ↺ + MK to hit their back. Jumping HK can also be canceled into ↺ + MK to transition from a frontal hit to a back hit. Occasionally replace air HK with jumping LK to purposefully shorten your foe's blockstun. This allows a follow-up throw upon landing to be done much faster than normal, which can confuse enemy escape timing.

Temple Massage inflicts 160 stun and leaves you directly next to the enemy, making it ideal for keeping offensive momentum. Viper's setups after it are strong: wait a moment after recovering and do a forward jump (as a timing reference, you can whiff a standing LK before the jump). Perform a jumping HK to hit the enemy from the front, or do air ↺ + MK to hit their back. Additionally, walk forward a step before the jump to make jumping HK hit their back; in this case, do air ↺ + LK to hit their front. You can also jump as soon as you recover from the throw, then land and strike with low-hitting Combo I. In regards to any of these setups, delayed wakeup will not cause the Burning Kick options to miss. If you see the "Technical" prompt pop up (signifying a delayed wakeup has been done), replace air HK with ↺ + LK to hit the enemy from the front, or air ↺ + MK to hit them from behind.



Ab Fitness LP + LK

DAMAGE	130
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.111

Temple Massage ⟲ + LP + LK

DAMAGE	120
STUN	160
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.111

FOCUS ATTACKS

C. Viper's Focus Attack startup has been improved to make it viable for Red Focus combos. The side effect is that it's much better now at countering mid-range attacks that typically give C. Viper trouble (like Makoto's Tsurugi or M. Bison's standing HK).

Focus Attack dash canceling can be done from HP Thunder Knuckle to reduce its recovery and enable juggles afterwards. More importantly, CR. MK ▷ ↻ + MP can be canceled with FADC or EX Red Focus to extend the combo. The EX Red Focus variation followed by Ultra Combo I or II is horrendously powerful at mid-range, allowing any punished whiff to payoff in significant damage.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	23
ACTIVE	2
RECOVERY	40
ON HIT	-26 (-3)
ON BLOCK	-26 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	16 + 16
ACTIVE	2
RECOVERY	40
ON HIT	–
ON BLOCK	-20 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	68
ACTIVE	2
RECOVERY	40
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	23
ACTIVE	2
RECOVERY	40
ON HIT	-26 (-3)
ON BLOCK	-26 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	125
STUN	150
STARTUP	
ACTIVE	2
RECOVERY	40
ON HIT	–
ON BLOCK	-20 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

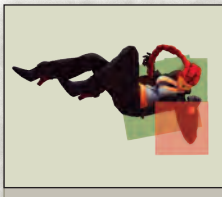
Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	68
ACTIVE	2
RECOVERY	40
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple staate on hit, infinite hyper armor

UNIQUE ATTACKS

Viper Elbow ↷ + MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	20
ACTIVE	5
RECOVERY	11
ON HIT	+1
ON BLOCK	-2
CANCEL	–

NOTES –



High Jump ↑ ↑

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	4
ACTIVE	46
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Diagonal High Jump ↑ ↷

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	4
ACTIVE	42
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Double Kick ↷ + HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 60
STUN	125, 75
STARTUP	12
ACTIVE	1 (8) 3
RECOVERY	17
ON HIT	+3
ON BLOCK	-2
CANCEL	SU

NOTES Forces stand, 2nd hit not cancelable

Viper Elbow: This overhead attack takes C. Viper off the ground on activation, allowing her to fly over crouching attacks and throws. It's +1 on hit, opening the window for additional follow-up attacks. On counter hit against a crouching target, you can also link into crouching MP.

Double Kick: Double Kick's purpose is to stop Focus Attacks at close range. Although normally safe when guarded, the second hit whiffs against most crouching opponents, leaving it open to punishment. It does evade low attacks during its starting frames, but since its second hit whiffs, you can't rely on it for this purpose.

High Jump: This action drastically increases C. Viper's jump distance by more than double what it normally is. It has the properties of a special attack, so it can be canceled into from normal moves. Its 4 pre-jump startup frames can also be canceled into ground attacks, a unique function that allows for specialty combos and attack sequences. For example, you can't normally cancel into Ultra I from ground attacks, but inputting CR. MP ▷ ↻ ↷ ↻ + P P P combines the high jump command with the Ultra. The end result is an attack canceled into high jump, which is then canceled before it even animates into Ultra I. The importance of this technique can't be understated; this is a staple of C. Viper's combo capabilities.

↶ + ***HK:*** This is identical to C. Viper's standing HK (it also has the same hitbox and frame data), her only other anti-air attack outside of HP Thunder Knuckle. It slaps the opponent to the ground nearby, leaving you in position for another attack. This new command allows its use regardless of your distance to the enemy. Tack it on at the end of juggle combos when you're in a corner, a situation that previously caused close HK to come out over her far standing variant (see Combo III).

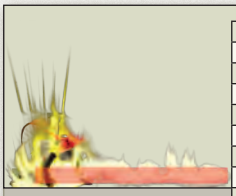
Seismic Hammer ↓↙← + P



HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	100
STARTUP	24
ACTIVE	8
RECOVERY	31
ON HIT	–
ON BLOCK	-18
CANCEL	SU, HJ

NOTES Puts opponent in free juggle state, 3~11f feint cancel

EX Seismic Hammer ↓↙← + P P



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	100
STARTUP	19
ACTIVE	5
RECOVERY	18
ON HIT	{MD}
ON BLOCK	-2
CANCEL	SU, HJ

NOTES 1~13 strike invincible, puts opponent in free juggle state, 3~9f feint cancel

Seismic Hammer: This ranged ground pound strikes at three different positions based on the button strength used. LP appears close, MP at a middle position, and HP very far away. A shortcut command is possible, ↓↙← + P, which may be easier to do for some players. Any Seismic Hammer can also be faked by inputting P P just as C. Viper raises her hand into the air. This is vital for baiting the opponent into jumping imprudently.

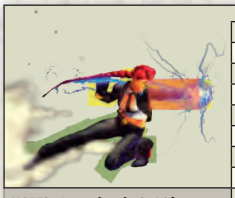
EX Seismic Hammer hits just short of the HP version's range, but startup is much faster and it has a hitbox that extends from C. Viper's firing position to its destination. It has a short period of strike invulnerability, but that window expires just before Seismic Hammer connects, leaving it vulnerable to strikes with long active periods (like light attacks chained back-to-back). It's also not invulnerable to throws. Its primary use is in combos starting off of CR. HP, which transitions into powerful juggle combos from a variety of positions. A point-blank EX Seismic Hammer can lead directly into an Ultra I juggle as well, which is one of your primary Ultra hit-confirms. EX Seismic Hammer doesn't lose its invulnerability if it is feint canceled, and you can follow with a throw to punish the recovery of a whiffed attack, or to catch a passive enemy waiting for the full Seismic Hammer animation.

Input ↑ ↓ (or ↖ / ↗) as the Seismic Hammer makes contact to cancel it into a high jump. This enables an immediate jumping HK Burning Kick juggle after any Hammer that makes contact. Blocked Seismic Hammers can also be canceled into a forward high jump to initiate an aerial approach.

The use of a complex cancelation technique also allows Seismic Hammer to be strung into any special attack. The pre-jump period of a high jump can be canceled into ground-based special moves before C. Viper leaves the ground. If the commands are done quickly in one smooth motion, any connected Seismic Hammer can be canceled into a high jump, and the pre-jump windup can then be canceled into a special move. For example, Seismic Hammers can be indefinitely canceled into each other by combining the SRK shortcut command with this technique:
↓↙← + P → ↓ ↑ ↖ + P, then continue canceling into ↓ ↑ ↖ + P indefinitely.

You can even cancel pre-jump frames into a Focus dash by inputting ↓↙← + P → ↑ ↓ + MP + MK, ⇒ ⇒. This is the equivalent of performing a meterless FADC, which is of course a hugely powerful technique useful for many offensive strategies and combos (see Combo IV).

LP Thunder Knuckle ⟲ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	16
ACTIVE	6
RECOVERY	21
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES Armor break, 3~10f feint cancel

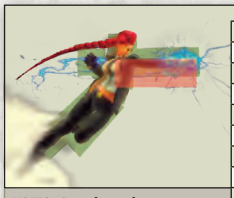
MP Thunder Knuckle ⟲ + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	14
ACTIVE	4
RECOVERY	20
ON HIT	+3
ON BLOCK	-1
CANCEL	SU

NOTES Armor break, 3~9f feint cancel

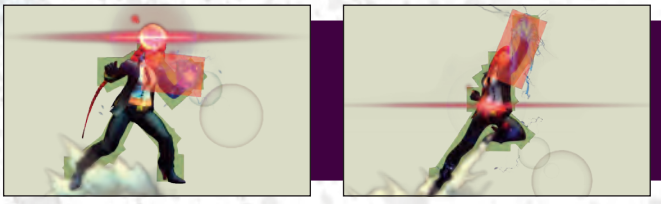
EX Thunder Knuckle ⟲ + P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	25
ACTIVE	17
RECOVERY	38
ON HIT	–
ON BLOCK	-5
CANCEL	–

NOTES Crumples on hit, armor break, 3~17f feint cancel, 2nd hit juggle potential 1

Thunder Knuckle: C. Viper's armor breaker has various uses in combat. LP Thunder Knuckle has a low profile, allowing it to pass under projectiles and normal moves with elevated hitboxes. It's safe when blocked, but it's extremely vulnerable to jumps.



HP Thunder Knuckle ⟲ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	150
STARTUP	7
ACTIVE	16
RECOVERY	14+13
ON HIT	–
ON BLOCK	-25
CANCEL	SU

NOTES 1~6f invincible, armor break, 10~40f airborne, 3~6 feint cancel, juggle potential 1

MP Thunder Knuckle is useful in combos and as a mid-range attack that's hard to jump over. Its blocked frame disadvantage is so small that counter measures can be implemented to stop incoming assaults (LK Burning Kick stops throws or slow low attacks, while EX Seismic Hammer blows through any normal move with moderate recovery). You can Focus Attack dash cancel forward and link crouching LP.

HP Thunder Knuckle is an invincible reversal. Juggle afterward with another HP Thunder Knuckle or Ultra I if HP Thunder Knuckle hits early versus a jumping opponent, or if it trades against an air attack (see Combo V). Against ground attacks, you must FADC from HP Thunder Knuckle to score the juggle, though this only works near corners.

EX Thunder Knuckle has extremely slow startup, but travels the full length of the screen, causing a crumple on hit. It's only useful as a hard read against a Focus, or for catching long-distance, heavy-recovery moves. For example, Akuma's backwards Asura Senku can be punished with EX Thunder Knuckle on reaction. Both opportunities, though, are hard to implement and relatively risky.

All versions of Thunder Knuckle can be feinted by inputting P P during initial windup. This fakes the attack, canceling its active and recovery periods entirely. Aside from tricking the opponent into thinking a strike is coming when it's not, performing normal moves canceled into Thunder Knuckle feints drastically reduces their recovery. Feinting has increasingly difficult timing and recovery periods based on the strength of Thunder Knuckle used: LP has the easiest timing but the worst recovery, MP has moderate difficulty and recovery, while HP has extremely difficult timing but recovers the fastest. CL. HP, which is the most commonly canceled attack, leaves you at +5 on guard and a massive +10 on hit after HP Thunder Knuckle feint. Crouching MP is commonly canceled as well, but it actually leaves you at a 1 frame worse frame advantage on guard than it normally does (+1). It's good for feint canceling anyway because the Thunder Knuckle startup tricks the enemy into thinking MP Thunder Knuckle is coming, causing them to hesitate. Crouching MK can also be canceled, which changes its -5 disadvantage on guard to +1 (+4 on hit).

Similar to an EX Seismic Hammer feint, HP Thunder Knuckle retains some of its invulnerability when feinted, but with one key difference: HP Thunder Knuckle feint is not vulnerable to throws. The feint's invulnerability in this situation is short and does not last long enough to pass through chained light attacks, as the repeated attacks will eventually catch C. Viper's recovery period. Save it for single strikes with moderate recovery, like Ryu's crouching MP or Cammy's close HP.



LK Burning Kick ↺ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	23
ACTIVE	4
RECOVERY	17
ON HIT	–
ON BLOCK	-2
CANCEL	–

NOTES Juggle potential 1

MK Burning Kick ↺ + MK

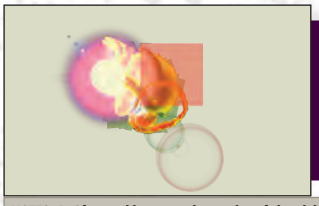
HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	25
ACTIVE	3
RECOVERY	17
ON HIT	–
ON BLOCK	-1
CANCEL	–

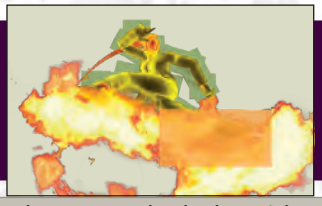
NOTES Juggle potential 1

HK Burning Kick ↺ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	27
ACTIVE	2
RECOVERY	17
ON HIT	–
ON BLOCK	+0
CANCEL	–

NOTES Juggle potential 1





EX Burning Kick ↺ + K K

HITS	4
BLOCK LEVEL	HL
DAMAGE	140
STUN	250
STARTUP	9
ACTIVE	5 (11) 10
RECOVERY	23
ON HIT	–
ON BLOCK	-12
CANCEL	–

NOTES 1~8f invincible, projectile attack, soft knockdown on hit, puts opponent in limited juggle state, 2nd hit juggle potential 1, 3rd hit juggle potential 2, 4th hit juggle potential 3



LK Airborne Burn Kick
In air, ↺ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	21
ACTIVE	8
RECOVERY	12 ON GROUND
ON HIT	–
ON BLOCK	+6 MAX
CANCEL	–

NOTES Projectile attack, soft knockdown on hit, puts opponent in limited juggle state, juggle potential 1

MK Airborne Burn Kick
In air, ↺ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	19
ACTIVE	8
RECOVERY	12 ON GROUND
ON HIT	–
ON BLOCK	+4 MAX
CANCEL	–

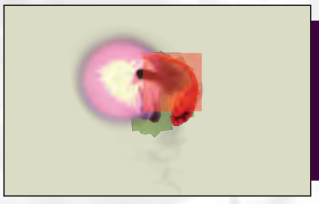
NOTES Projectile attack, soft knockdown on hit, puts opponent in limited juggle state, juggle potential 1

HK Airborne Burn Kick
In air, ↺ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	17
ACTIVE	9
RECOVERY	12 ON GROUND
ON HIT	–
ON BLOCK	+2 MAX
CANCEL	–

NOTES Projectile attack, soft knockdown on hit, puts opponent in limited juggle state, juggle potential 1

Burning Kick: This all-purpose offensive move is both a method of approach and a counter to crouching attacks and projectiles. The only ground version that's useful is LK Burning Kick, which counters throws and low attacks at point-blank range. The aerial versions are usually best done just as you leave the ground during a jump to combat projectiles and other mid-range attacks. The MK and HK versions also cross up at close range, while the LK variant halts C. Viper's aerial momentum, dropping her to the floor.





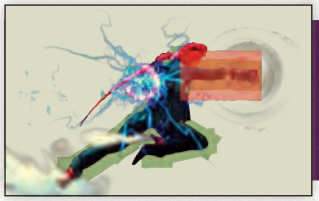
EX Airborne Burn Kick
In air, ↺ + K K

HITS	4
BLOCK LEVEL	HL
DAMAGE	20X3, 80
STUN	50X3, 100
STARTUP	6
ACTIVE	2, 1, 2, (10) 8
RECOVERY	15 ON GROUND
ON HIT	–
ON BLOCK	+2 MAX
CANCEL	–

NOTES Projectile attack, soft knockdown on hit, puts opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4, hits 1, 2 and 3 do not increase juggle count

When blocked, aerial Burning Kicks leave you at varying frame advantages and disadvantages depending on how late they connect during their active frames. In general, air Burning Kicks blocked by a standing opponent leave you at a safe frame disadvantage, while those blocked by a crouching foe leave you at a frame advantage. Doing HK Burning Kick from long range, so that it hits as late as possible during its horizontal flight, also grants frame advantage when blocked standing or crouching. This is important information to have when approaching the opponent from afar.

EX Burning Kick is invincible. Although limited in usefulness because of its tendency to whiff against crouching opponents, it's occasionally used to stop cross-ups done on your wakeup. It also has a high amount of juggle potential, allowing it to juggle in situations where other attacks can't. In fact, the aerial version has even better properties for juggles than the ground version, for the tradeoff of losing its invulnerability. Though its damage output is low in extended combos, it inflicts 250 stun damage. Keep track of the enemy's stun rating and tack on EX Burning Kick at the end of juggle combos when you know it'll leave them dizzied.



LP Emergency Combination

HITS	3
BLOCK LEVEL	HL
DAMAGE	100, 100, 150
STUN	0
STARTUP	1 + 13
ACTIVE	1 (33) 1 (19) 2
RECOVERY	59+56
ON HIT	–
ON BLOCK	-94

NOTES 1st hit juggle potential 4, 2nd hit juggle potential 5, 3rd hit juggle potential 6

MP Emergency Combination

HITS	3
BLOCK LEVEL	HL
DAMAGE	100, 100, 150
STUN	0
STARTUP	1 + 7
ACTIVE	1 (15) 1 (21) 2
RECOVERY	59+56
ON HIT	–
ON BLOCK	-94

NOTES 1st hit juggle potential 4, 2nd hit juggle potential 5, 3rd hit juggle potential 6

HP Emergency Combination

HITS	3
BLOCK LEVEL	HL
DAMAGE	100, 100, 150
STUN	0
STARTUP	1 + 5
ACTIVE	1 (8) 1 (29) 2
RECOVERY	36+35
ON HIT	–
ON BLOCK	-50

NOTES 1st hit juggle potential 4, 2nd hit juggle potential 5, 3rd hit juggle potential 6

Burst Time



HITS	5
BLOCK LEVEL	L, HL
DAMAGE	60, 89, 89, 89, 114
STUN	0
STARTUP	1 + 6
ACTIVE	3 (53) 5 (8) 5 (10) 5 (10) 5
RECOVERY	59 + 48
ON HIT	–
ON BLOCK	-199

NOTES Armor break, juggle potential 1

Burning Dance In air,



HITS	29
BLOCK LEVEL	HL
DAMAGE	410
STUN	0
STARTUP	1 + 8
ACTIVE	UNTIL GROUND
RECOVERY	46
ON HIT	–
ON BLOCK	-35

NOTES 1~9f invincible, Armor break

Super Combo: Emergency Combination: Despite the variety of ways to use it in combos, this Super blows a ton of vital resources for mediocre damage. EX Seismic Hammers and FADCs are far more important than this. Save it only to KO a foe during the final round of a bout by canceling into it off of any combo ending with MP Thunder Knuckle. You can also juggle with Emergency Combination after anti-air HP Thunder Knuckle, any version of Burning Kick, and after Seismic Hammer.

UCI: Burst Time: This Ultra's juggle potential improves both C. Viper's offense and defense. It works in juggle combos after her three primary knockdown methods: HP Thunder Knuckle, EX Seismic Hammer, and any version of Burning Kick. The most flexible combos leading into Ultra I have a high technical requirement (see Combo IV), but the massive damage output is worth the effort. Spend a little time in training mode mastering these techniques.

UCII: Burning Dance: C. Viper's aerial Ultra Combo serves as a high-risk counter to anti-air attacks and projectiles. It also supplements her range game by providing a way to juggle from a long-range Seismic Hammer hit. Burning Dance's starting period is invincible, allowing it to blow through invincible anti-air attacks as long as their invulnerability window runs out before yours—the first active frame is still invincible, but by the second active frame, C. Viper is vulnerable again. This Ultra can also be used to punish whiffed moves you've avoided with a backwards jump. For example, Zangief's primary reversal strategy is to vary between the Spinning Pile Driver, Spinning Clothesline, or EX Banishing Flat. All of these options are avoided with a backwards jump, but most characters can't really punish his recovery periods. C. Viper's Burning Dance works against any of these options. Ultimately, Burning Dance fills niches for C. Viper that aren't needed; there's no shortage of projectile counters and anti-air attacks in C. Viper's arsenal, and although Burning Dance works in many of the same juggles as Burst Time, the damage it deals is lower.

Recommended Ultra Choice: Ultra I

Burst Time is C. Viper's best Ultra, giving her everything she needs to stage a comeback in a variety of important situations. Although Burning Dance's damage has been improved since *SSFIV AE*, there are very few situations where it can (or should) be juggled into over Burst Time. Save Burning Dance for matchups where Seismic Hammer tends to hit from a distance, or where backwards jumps offer an answer to a large number of problems.

Overview

PROS:

- Can attack effectively from any position
- Owner of one of the most powerful and flexible close-range offenses available
- Air Burning Kick solves most of her biggest problems, including how she approaches an enemy
- Her Burst Time Ultra Combo can be linked into from a large variety of attacks for big comebacks
- Stun damage output is massive

CONS:

- Execution level necessary to play her is extremely high, and execution mistakes can be disastrous
- Her long-range game, though deceptive, is extremely risky
- She's a glass cannon with a low stun threshold and vitality total

C. Viper is a close-range character with more flexibility than a typical aggressor. Although her emphasis is on berserker offense, her selection of ranged attacks and mobility options make her dangerous from any position. Unfortunately, her stamina is low and her technical requirement is high, causing round-ending mistakes to be common. This is the equivalent of performing a surgery: one mistake and your patient expires. To offset this problem, spend time in training mode learning the techniques that are prone to mistakes. You'll find a proper home in C. Viper's arsenal if you're an execution wizard.

Your objective with C. Viper is to establish close range. You can achieve this objective by:

- Flying over a ground attack with an aerial HK Burning Kick
- Forcing the opponent to guard an aerial HK Burning Kick
- Anti-airing a jump with HP Thunder Knuckle or ↖ + HK
- Catching a ground attack or jump landing with EX Seismic Hammer
- Punishing a whiffed attack with cr. HK or cr. MK ▷ ↻ + MP
- Jumping over a ground attack

VIPER'S TUNING HISTORY

Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
CR. MP hurtbox reduced from halfway through Viper's hand to her wrist	Less likely to be counter-poked
Ultra I damage reduced from 540 to 480	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
CR. MK advantage on hit reduced from 0 to -2	Slightly less safe on hit
Ultra II hitbox extended forward and downward, invincibility reduced from 1~11 to 1~10	Easier to connect against airborne opponent

Arcade Edition to 2012 Update

CHANGE	EFFECT
MP Thunder Knuckle damage reduced from 120 to 110	—
HP Thunder Knuckle now fully invincible for frames 1~6	Can no longer be thrown out of startup
EX Thunder Knuckle startup reduced from 27 frames to 25	Now slightly better at punishing moves recovering at a distance
EX Seismic Hammer now only strike invincible, damage reduced from 120 to 100	Can be thrown during startup
LK, MK, HK Airborne Burn Kick damage reduced from 100 to 90	—
EX Air Burn Kick first 3 hits do not increase juggle count	Allows for new combos near corners
Ultra I damage reduced from 480 to 441, hitbox extended	Characters no longer fall out of her Ultra at long range
Ultra II damage increased from 380 to 410	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
ST. HK hurtbox slightly reduced	Works better as anti-air
ST. HK is now able to be performed with ↖ + HK	Allows for corner juggle combos that weren't possible previously because of proximity to player
Hurtbox added to 2nd active frame of CR. HP, stun reduced from 200 to 150	—
CR. MK hitbox slightly expanded forward	Not much better at punishing whiffed moves
Level 1 Focus Attack startup reduced from 26 frames to 23	—
Level 2 Focus Attack startup after button release reduced from 17 frames to 14	—
Level 3 Focus Attack startup reduced from 70 frames to 68	—
LP Thunder Knuckle hitbox expanded slightly	Hits opponents slightly further in front
LP Thunder Knuckle stun increased from 150 to 200	—
MP Thunder Knuckle on hit now +4 after EX Focus cancel forward dash, damage increased from 110 to 120, stun decreased from 200 to 150	Viper can now get longer combos off of a stray hit
HP Thunder Knuckle feint recovery increased from 6 to 7 frames	—
HP Thunder Knuckle EX Focus cancel forward dash advantage on block reduced from -2 to -5	Always unsafe on block now
Emergency Combination command changed to ↻ ↻ + P, damage increased from 330 to 350	Allows for easier Super cancels off of Thunder Knuckle
Ultra I smoke visual effects reduced	Allows opponent to see more clearly if he was hit
Ultra II startup reduced by 1 frame, height restrictions removed	Combo into Ultra II slightly easier



LONG RANGE

Your first order of business is to deal with the opponent's ranged offense. You can high jump over projectiles thrown from long distances for a combo. This must be done preemptively because of her long traveling time, so if done at the wrong moment, use LK Burning Kick to drop to the ground before you enter the enemy's airspace. This is similar to Dee Jay, Rolento, and divekick characters using jumping unique attacks to fall short of their usual jump arc. You can also threaten the enemy's potential anti-air attempts by doing LK Burning Kick directly above their head, which beats reversals with low invulnerability periods. When the opponent is wary of this they might not stick out anti-airs at all, in which case high jump HK can reach them unchallenged.

Control your foe's ground movement with Seismic Hammer. From the HP version's maximum range, it is not susceptible to being jumped over and punished. Any closer and you're vulnerable, so heavy use of feints is needed to hide your intentions (← + P → P P). If at any moment the opponent is looking to counter Seismic Hammer, perform a feint to lure them into jumping toward you, then anti-air with standing HK or Combo V. If instead they take the risk-averse option of jumping vertically, punish them by planting a Seismic Hammer where they land. Any jump landing that isn't near you can be punished in the same way. Though difficult to do, this is a major source of damage for C. Viper's ranged offense.

When your foe is less willing to jump, force them to block Seismic Hammer and start chaining them back-to-back with the high jump cancel technique (see Seismic Hammer's description for execution info). This leaves only a small gap between each blast. If you believe the enemy will jump to escape your trap, high jump cancel into EX Seismic Hammer to reduce the gap and catch them before they leave the ground. When meter isn't available, instead cancel into a Seismic Hammer feint, then punish their distanced landing with another Seismic Hammer, or, if their jump is on top of you, do Combo V. Attempts to Focus absorb and dash between Seismic Hammer blasts can be stopped by canceling a deflected Hammer into forward high jumping HK Burning Kick or another EX Seismic Hammer, either of which catches their dash.

As your foe becomes fearful of your ranged offense, they won't be as willing to escape the Seismic Hammer trap. This opens the window to cancel a blocked Seismic Hammer into a forward high jumping HK Burning Kick to move into close range. As long as the Burning Kick is spaced to hit as late as possible, you'll land with frame advantage. The enemy can stop this by using an anti-air versus the Burning Kick. Counter this by occasionally doing an immediate high jumping LK Burning Kick, which quickly drops you to the ground outside of anti-air range. If a big anti-air attack misses in front of you, punish it with EX Seismic Hammer.

MID-RANGE

Your mid-range strategy revolves around instant forward high jumping HK Burning Kicks (done by inputting ↓ ↗ + HK), which dominates the ground. Most crouching attacks, mid-level attacks, and projectiles aren't effective against it. It's also extremely fast, so a player must focus all of their attention on it to stop it. Burning Kick is countered with invincible reversals, early Focus Attacks, vertical jumping attacks, and normal moves that work as anti-air. A handful of attacks have a low enough profile to slip under and evade Burning Kick, like Dhalsim's crouching LK, Ryu's crouching MK, and Guy's crouching MK. The opponent can then punish your landing with a throw or fast combo.

When your opposition halts their offense in order to react to Burning Kicks, use their hesitance to approach: dash into close range if they're totally passive, or walk into normal attack range when you need a cautious approach. Counter attempts to stop your forward movement by preemptively doing crouching MK → ↓ + MP, or, if you manage to get a little closer, crouching HP → ↓ + MP or ← + P P . Counter players who attack early to stop this by backing out of range and punishing their whiffed moves with crouching HK or MP Thunder Knuckle. You can also blow through most normal attacks with EX Seismic Hammer. If, instead, they try to make crouching MK miss by backing up, walk far enough forward so that crouching MK can't whiff, or do an immediate EX Seismic Hammer, which hits low. Also note that any blocked crouching MK can be canceled into a Thunder Knuckle feint to quickly transition into other mid-range options, like another walk-up crouching MK, high jump HK Burning Kick, or → + MP.

Perform MP Thunder Knuckle from just outside of the opponent's striking range when Focus Attacks become a problem. Successfully breaking their armor leads to Combo VI. It's entirely safe on guard and is predominantly done from a position where most normal attacks aren't effective.

Any blocked EX Seismic Hammer can be canceled into high jump → Focus charge → dash to immediately move into close range. Although you're at a mild frame disadvantage in this scenario, your enemy's fear of you canceling into high jump HK Burning Kick or another EX Seismic Hammer should deter them from counter attacking. If Seismic Hammer happens to hit, juggle with MP Thunder Knuckle when you recover from the dash. An EX Seismic Hammer that transitions into multiple Seismic Hammers can also be used to push the opponent out to long range, a useful tactic when fighting characters with overly threatening close-range options (e.g., Zangief and T. Hawk).

The opponent may try to jump over anticipated Seismic Hammers or crouching HP. Counter these jumps by feinting a Seismic Hammer or whiffing crouching LP, then punishing the jump with ↖ + HK or ↓ + HP (into Combo V). You can also do an anticipatory vertical jump HK to catch jumps early, which is useful if you're also trying to leap over certain ground options.

As always, a forward jump can be done against attacks with especially bad recovery. This should only be done instead of jumping HK Burning Kick when you're certain your foe's attention isn't on jumps. If you jump and they don't commit to the expected ground attack, an early jumping LK Burning Kick can be done to shield you from an incoming anti-air attack. This doesn't work if the enemy delays their anti-air attempt. It can also be countered if the opponent has a low-profile attack that slips under Burning Kick. When you believe a low-profile attack is coming, drop down with late jumping HK instead.

CLOSE RANGE

At close range, a C. Viper player should plan to bombard the opponent with a combination of heavily-damaging frame traps and Burning Kick cross-ups. This offense revolves around the Thunder Knuckle feint, which is used to reduce the recovery periods of her primary close-range moves and to trick the enemy into thinking MP Thunder Knuckle is coming. For example, Combo I has a confirmable opening of crouching LK ▷ close LK, which can be halted on guard to go for a follow-up throw, → + MP, or delayed crouching MP ▷ ↻ + MP. Alternatively, cancel crouching MP into HP Thunder Knuckle feint to scare your opponent into looking for MP Thunder Knuckle. While your foe is hesitant to attack, go for an instant high jump cross-up MK Burning Kick (↻ ↗ + MK), or a frontal jumping LK Burning Kick (↻ ↗ + LK). You can also go for the usual options of walk-up throw, → + MP, or crouching MK ▷ ↻ + MP from this distance. If crouching MP happens to counter hit, link into crouching MK ▷ ↻ + MP. Canceling crouching MP in this manner can add a similar element of unpredictability to Combo II as well.

When your foe performs late throw techs, go for Combo III or IV. It opens with close HP canceled to Thunder Knuckle, which leaves you with enough frame advantage to easily verify if it hits. This is your primary method of landing Ultra I, so the payoff is big. When blocked, go for crouching MK ▷ ↻ + MP to stop immediate counter attacks then, when your opponent is wary of that, go for → + MP, a walk-up throw, or walk up and go for Combo III again. Crouching HP in both sequences can also be feint canceled, putting you into position for cross-up air HK Burning Kick as well. Note that counter-hit setups work really well after a single blocked close LK, which leaves you with plenty of frame advantage to go for either a combo or a throw.

Any blocked frontal jumping HK leads to its own mix-up. It can be canceled into a cross-up jumping MK Burning Kick to hit their back, or jumping LK Burning Kick to hit their front. If your foe is especially afraid of cross-up Burning Kick, you may hit them by landing from jumping HK without the cancel and going for a ground combo.

C. Viper's wakeup game is extremely potent due to her low-altitude HK Burning Kick, which can be done to cross-up any downed opponent you're directly next to. To do it, hold ↓ for a moment, then input ↙ ← ↗ + HK. An alternate input method is to perform ↻, wait a moment, then press ↗ + HK. Holding the crouch input momentarily, or leaving a gap before the ↗ input, prevents a high jump from coming out when you finally press ↗. You don't want high jump, because you want Burning Kick to travel at a very low altitude. Not only is this extremely difficult to guard, but it's also risky to counter with reversals, which may fly out the opposite direction due to the quick side switch. When the opponent is afraid of the cross-up, use jumping LK Burning Kick to hit them from the front. Cross-up Burning Kick is so threatening that the enemy may preemptively block the wrong direction against any perceived threat. For example, the flash from a quick MP Thunder Knuckle feint looks similar enough to the flash from a Burning Kick that it may lure them into guarding the wrong direction, opening them up to a throw or Combo III. Take caution against delayed wakeup attempts as this causes Burning Kick to miss, leaving you vulnerable to a combo or throw. Vary your attack timing to keep this from being a problem.

Whenever a low-altitude jumping Burning Kick connects, wait a split second then high jump toward the fallen foe. If they recover with quick standing, perform high jumping HK to hit their back, or jumping ↻ + LK to hit their front. If they don't recover with quick standing, land and attack with the wakeup mix-up of your choice.



Combos



I. CR. LK ▷ CL. LK, CR. MP then cancel into either:

↓↘ + MP
172 damage, 285 stun
↓↘→ ↓↘→ + P P P
355 damage, 180 stun
↑ (hold), jumping ↓↘ ↓↘ + K K K
338 damage, 180 stun

CR. LK can be replaced with CR. LP to make the opening attack faster, but it won't hit low anymore, and can't be used as a crouch tech. As a plus, opening with CR. LP ▷ CL. LK removes the reversal-prone gap of the CR. LK ▷ ST. LK chain.

The Ultra I variation of this combo is very difficult to do and requires you to cancel crouching MP into a high jump, and then the high jump pre-jump frames into Ultra. The ↓↘→ ↓↘→ or ↓↘→ ↓↘→ commands do this all in one motion, with the ↑ and ↘ inputs doubling as the start of the high jump and Ultra commands.

The Ultra II variation of this combo is extremely difficult unless you perform a shortcut command, which is CR. MP ▷ ↓↘ ←↙ ↓↘ + K K K. This is similar to the Ultra I command, except you must wait for C. Viper's high jump to actually leave the ground before the K K K input.

II. CL. MP, CR. MP then cancel into either:

↓↘ + MP
216 damage, 320 stun
↓↘→ ↓↘→ + P P P
431 damage, 200 stun
↑ (hold), air ↓↘ ↓↘ + K K K
419 damage, 200 stun

This combo can be opened with close standing LK to add a fourth hit. This reduces its overall damage some, but improves flexibility by adding more points before the Thunder Knuckle where you can halt your combo attempt and go for a throw. CR. MP can be replaced with CR. HP if CL. MP counter-hits, a combo that's possible to confirm by looking for the "COUNTER HIT" message onscreen.

III. CL. HP ▷ ↓↘ + MP ▷ P P, CR. HP ▷ ↓↙←↙ + P P then cancel into either:

Forward high jump, ↓↘ + HK
323 damage, 500 stun
Forward high jump, ↓↘ ↓↘ + K K K
510 damage, 430 stun
Near corner, ↓↘ ←↙ + MP, ↙ + HK
404 damage, 655 stun
Near corner, ↓↘ ←↙ + MP, ↓↘→ + K K, ↓↘→ + K K, ↓↘→ + K K,
528 damage, 845 stun
Near corner, ↓↘ ←↙ + MP, ↑ ↙ ↓↙←↙ →↘ + P P P
564 damage, 535 stun

Though typically used for big openings because of its massive damage output, canceling close HP into a Thunder Knuckle feint leaves you at a +3 frame advantage on guard, making it a flexible attack opening for any situation where a low hit isn't required. Though it's possible to juggle with MP Thunder Knuckle after EX Seismic Hammer without the high jump cancel command, you won't have enough time to juggle with ↙ + HK unless it hits an enemy earlier during their fall.

Instant air EX Burning Kick is done over the ground version because it deals additional damage and recovers faster. You can juggle up to three air EX Burning Kicks in this situation to increase the damage/stun dealt. This is one of her best methods of stunning an opponent. Input ↑ (hold), ←↙↓↘→ + K K to perform the air version without getting a high jump beforehand.

IV. CL. HP ▷ ↓↘ + MP ▷ P P, CR. HP ▷ ↓↙←↙ + P P ▷ ↑ ↑ + MP + MK ▷ dash, then juggle with either:

CR. HK
330 damage, 570 stun
↓↘→ ↓↘→ + P P P
527 damage, 430 stun

This variation of C. Viper's high damage combo is extremely difficult to land, but ends with a sought-after hard knockdown (and even Ultra I) in the middle of the battlefield. Once the EX Seismic Hammer hits, you must cancel into a high jump then cancel the pre-jump frames into Focus. From there, dash cancel out of the Focus charge period and juggle with whatever you wish. This is easier to do if you perform the high jump Focus cancel slightly *after* the EX Seismic Hammer hits. Ending the combo with crouching HK is vital for holding on to offensive momentum, so do it as often as possible.

V. Against airborne foe, early ↩ + HP, then juggle with either:

↩ + HP

140 damage, 300 stun

↩ ↩ + P P P

426 damage, 150 stun

This is C. Viper's standard anti-air combo. Note that ↩ + HP often trades hits with enemy jump attacks if it hits just after its invulnerability runs out. You can still juggle afterwards with another HP Thunder Knuckle or Ultra I if this happens, but you must dash forward immediately after you recover to be in range. Always buffer forward dash every time you do HP Thunder Knuckle, which never comes out if the trade doesn't happen.

Additionally, it's also possible to juggle with an instant jumping HK Burning Kick after HP Thunder Knuckle trades, which is very difficult to do, but inflicts more damage than a second HP Thunder Knuckle. Finish the command for the instant jumping Burning Kick (↩ ↷ + HK) the absolute moment you recover from the traded HP Thunder Knuckle.

VI. Opponent cornered, ↩ + HP ▷ FADC, then juggle with either:

↩ + HP

140 damage, 300 stun

↩ ↩ + P P P

426 damage, 150 stun

Perform this combo as a reversal against incoming attacks. It only works when you're facing a corner, so it's only useful as a high-risk way to reverse disadvantageous circumstances, like after HK Burning Kick is guarded at close range.

VII. Counter hit ↩ + MP, CR.MP ▷ ↩ + MP

306 damage, 408 stun

This combo only works when MP Thunder Knuckle counter hits, something that occurs when one of two things happens: MP Thunder Knuckle breaks the armor of a Focus Attack, or an enemy who expects a feint sticks a poke into the starting animation of Thunder Knuckle. The second MP Thunder Knuckle can be canceled into Emergency Combination or Red Focus to increase the damage dealt. This is only worth the S.C. Gauge cost when it guarantees a KO or stun.

VIII. Jumping HK, CL.HP ▷ ↩ + MP ▷ P P, CR.HP ▷ ↩ + MP ▷ Lv.1 Red Focus release ▷ dash, CL.HP ▷ ↩ + MP ▷ P P, CR.HP ▷ ↷ + P P ▷ ↩ ↻ + MP, ↩ + HP

486 damage, 855 stun

Though a bit of a gamble, this combo inflicts 855 stun damage, making your next combo or throw a possible stun opportunity. Since it knocks the enemy down, you're in a prime position to set up an attack that's difficult to guard. Few other situations are as powerful as this.

IX. ↩ + P P, walk forward, CR.HP ▷ ↷ + P P ▷ high jump forward ↩ + HK

353 damage, 500 stun

Use this whenever you land the rare EX Thunder Knuckle. If C. Viper slips into a corner after the EX Thunder Knuckle hits, the opponent ends up closer to you than normal. In this case, increase the damage by following the crumple with CL. HP ▷ ↩ + MP ▷ P P, CR. HP ▷ ↷ + P P instead.

CAMMY

First appearance: *Super Street Fighter II* (1993)



Data

STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	950	C
Forward Walk Distance per Frame	0.055	S
Backward Walk Distance per Frame	0.045	S
Dash Duration in Frames	18	B+
Dash Distance	1.43629	A
Backdash Duration in Frames	6 invincible, 11 airborne, 5 recovery (22 total)	S
Backdash Distance	1.4	A+
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.925	B
Wakeup	+1	—

W Ultra Damage: 60%

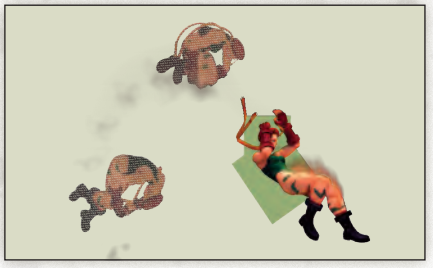
Standing



Crouching



Jump Arc



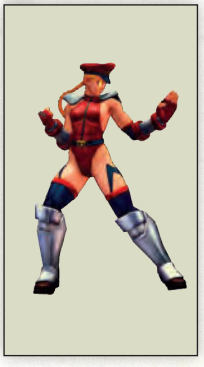
Costume 1



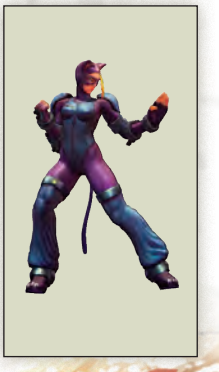
Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70 (60)
STUN	100
STARTUP	4
ACTIVE	4
RECOVERY	13
ON HIT	+6
ON BLOCK	+1
CANCEL	SP, SU

NOTES Lower damage on active frames 3~4

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	80 (65)
STUN	120
STARTUP	4
ACTIVE	4
RECOVERY	11
ON HIT	+6
ON BLOCK	+2
CANCEL	SP, SU

NOTES Lower damage on active frames 3~4

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	4
ACTIVE	3
RECOVERY	17
ON HIT	-3
ON BLOCK	-6
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	9
ACTIVE	5
RECOVERY	24
ON HIT	-7
ON BLOCK	-11
CANCEL	—

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70 (100)
STUN	120 (200)
STARTUP	6
ACTIVE	3
RECOVERY	19
ON HIT	+1
ON BLOCK	-4
CANCEL	SP, SU

NOTES Higher damage on active frames 2~3

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	22
ON HIT	-2
ON BLOCK	-6
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	6
ACTIVE	4
RECOVERY	12
ON HIT	+6
ON BLOCK	+2
CANCEL	—

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	25
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	65
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	95
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	24
ON HIT	—
ON BLOCK	-8
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility, 5~11f lower body invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility, 5~7f lower body invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

NORMAL THROWS

Cammy's forward throw does slightly more damage and stun than her back throw, but she gets inferior meaty setups afterwards. If you use MP Hooligan Combination, it will put her directly on top of the opposing character as they stand, allowing you to grab them whether they crouch or not. The only ways out of this setup are with an invincible reversal or by whiffing any crouching attack.



Hooligan Suplex LP + LK

DAMAGE	140
STUN	130
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.798

Frankensteiner ← + LP + LK

DAMAGE	135
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.800

Cammy's back throw gives her a much better offensive setup. Since her back throw is a hard knockdown, you will have to guess whether or not your opponent does a delayed wakeup. If you use a setup against standard wakeup time and your opponent does a delayed wakeup, then you will lose your offensive pressure. Meanwhile, if you use a setup against a delayed wakeup and your opponent chooses to stand at normal time, you can be hit with an anti-air attack. For an opponent getting up normally, time a standing MK immediately to kill time then hold ↶ to jump as soon as you recover. To time the jump against a delayed wakeup, instead whiff a crouching HK and hold ↶ to immediately jump as you recover. Once in the air, the setups are the same: use LK to ambiguously cross-up or not determined by how late you input the attack; do an empty jump then attack with a crouching LK from the far side; or beat uppercuts by waiting until just before the peak of your jump as Cammy is finishing her first flip and then using HK Cannon Strike.

Flying Neck Breaker During jump LP + LK



DAMAGE	150
STUN	150
STARTUP	5
ACTIVE	2
RECOVERY	–

NOTES Range 0.993

Air Throw: Cammy's Air throw grabs opponents that are in front of and slightly above her. There is no minimum height requirement, making it useful both as an anti-air and for chasing down opponents attempting to jump away.

FOCUS ATTACKS

Cammy's Focus Attack has mediocre range but works well enough when you know an attack is coming and are fairly close to the opponent. Her Focus Attack is complemented by her walk speed (tied for fastest in the game), allowing her to get into the range where she can rely on it to punish a poke. Since normal pokes can be easily canceled into Spiral Arrow to beat out many other character's Focus Attacks, Cammy has a slight mental advantage in games of "Focus chicken" where opponents are less likely to initiate a gambit with their own Focus Attacks. Level 2 Focus Attack released and dash canceled is +4 on block giving her guaranteed pressure afterwards. Her Red Focus Attack can be canceled into from HK Spiral Arrow but only at fairly close ranges (see Combo VIII).



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	120
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

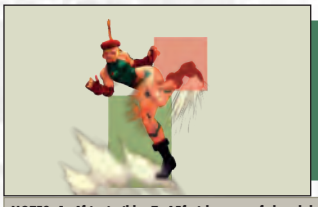
Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

SPECIAL MOVES

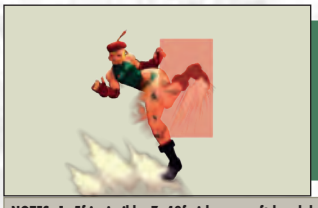
Cannon Spike: Cammy kicks upward while jumping off the ground, soaring up and forward. As her foot strikes her target, Cammy bounces off landing a slight distance away. The LK version has no active invincible frames, so it has a tendency occasionally to trade against deep jump-in attacks. Cammy's MK and HK Cannon Spikes both have one active invincible frame while her EX Cannon Spike has two. As Cammy leaves the ground, the damage increases dramatically for the normal version while her EX Cannon Spike drops in damage output. Cammy can juggle with the grounded hits of non-EX Cannon Spike or with the aerial hit of the EX version. This means that you should use the non-EX version for both additional damage and to conserve Super Gauge. Cannon Spike can be used in damaging combos to finish your opponent and leads to a setup on hit: if you do a HP Hooligan Combination and your opponent quick stands, it will be directly on top of them as they stand. This lets you hit them, whether they crouch or not, since the very first frame of wakeup is considered standing. The only ways out of this setup are through an invincible reversal or by whiffing any crouching attack.



NOTES 1~4f invincible, 7~45f airborne, soft knockdown, higher damage and stun from 3rd active frame, juggle potential 1

LK Cannon Spike ↙ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (120)
STUN	100 (150)
STARTUP	5
ACTIVE	21
RECOVERY	20+12 ON GROUND
ON HIT	–
ON BLOCK	-34
CANCEL	SU



NOTES 1~5f invincible, 7~48f airborne, soft knockdown, higher damage and stun from 3rd active frame, juggle potential 1

MK Cannon Spike ↙ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (140)
STUN	100 (180)
STARTUP	5
ACTIVE	26
RECOVERY	18+12 ON GROUND
ON HIT	–
ON BLOCK	-34
CANCEL	SU





HK Cannon Spike ↙ + HK

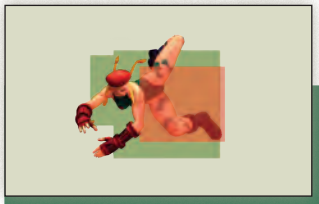
HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (160)
STUN	100 (200)
STARTUP	5
ACTIVE	31
RECOVERY	17+12 ON GROUND
ON HIT	–
ON BLOCK	-34
CANCEL	SU

NOTES 1~5f invincible, 7~52f airborne, soft knockdown, higher damage and stun from 3rd active frame, juggle potential 1

EX Cannon Spike ↙ + K K

HITS	1
BLOCK LEVEL	HL
DAMAGE	150 (95)
STUN	200 (100)
STARTUP	5
ACTIVE	26
RECOVERY	18+12 ON GROUND
ON HIT	–
ON BLOCK	-30
CANCEL	SU

NOTES 1~6f invincible, 7~47f airborne, soft knockdown, lower damage and stun from 3rd active frame, from 3rd active frame juggle potential 1





LK Spiral Arrow

↓ + LK

HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	150
STARTUP	7
ACTIVE	19
RECOVERY	4+15 ON GROUND
ON HIT	–
ON BLOCK	-17
CANCEL	–

NOTES 14~29f airborne, soft knockdown, puts opponent in limited juggle state

MK Spiral Arrow

↓ + MK

HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	150
STARTUP	7
ACTIVE	19
RECOVERY	4+15 ON GROUND
ON HIT	–
ON BLOCK	-17
CANCEL	–

NOTES 14~29f airborne, soft knockdown, puts opponent in limited juggle state

HK Spiral Arrow

↓ + HK

HITS	2
BLOCK LEVEL	L
DAMAGE	40,80
STUN	80, 100
STARTUP	7
ACTIVE	7, 12
RECOVERY	4+15 ON GROUND
ON HIT	–
ON BLOCK	-10
CANCEL	SU

NOTES 14~29f airborne, soft knockdown, puts opponent in limited juggle state





EX Spiral Arrow ↓ + K K

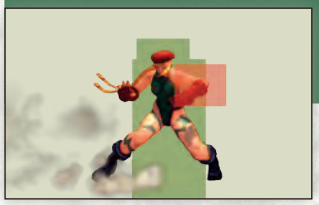
HITS	2
BLOCK LEVEL	L
DAMAGE	100, 60
STUN	100, 100
STARTUP	7
ACTIVE	7, 12
RECOVERY	4+15 ON GROUND
ON HIT	–
ON BLOCK	-10
CANCEL	SU

NOTES 1~25f projectile invincible, 14~29f airborne, soft knockdown, puts opponent in limited juggle state

Spiral Arrow: Cammy lunges feet-first and flies toward her opponent, spinning as she travels. Spiral Arrow is a low-hitting attack that covers a lot of ground rapidly. Though generally unsafe on block, any version can be slightly advantageous at +1 on block when connecting on the final active frame. Cammy's 2-hit HK Spiral Arrow can be Super canceled on the first hit and has enough advantage when Focus canceled to link afterwards. The EX version has enough projectile invincibility to punish fireballs on reaction from mid-range.

Off of Cammy's HK Spiral Arrow, hold up forward to jump immediately. After Cammy does one flip, just before the peak of her jump, use HK Cannon Strike to have a cross-up dive kick against some characters, such as shotos. If the Cannon Strike is done before the flip ends, it will not cross-up. Dive kicks done at the peak of your jump will often force auto-correct Dragon Punch type reversals to whiff, allowing you to punish on the ground with crouching MK ▷ HK Spiral Arrow or Ultra I. If you use jump-in LK instead of a Cannon Strike, you will likely be hit by an auto-correct uppercut. However, if your opponent does not use a reversal, jumping LK will cross-up. You can also use an empty jump and follow with a crouching LK upon landing, a throw, or an immediate EX Cannon Strike low to the ground. Against most strong players, the cross-up LK is not intended to hit but is instead to force them to block as you are landing, allowing you to continue your pressure. This being the case, it is often safe to assume the LK will be blocked and plan your next move accordingly, since you will be right next to your opponent with advantage. From here, you have the usual options of tick throw, frame trap on the ground, or try to punish a throw tech with an EX Cannon Strike. As you jump after HK Spiral Arrow, if you see that your opponent is not using quick stand, do not attack on the way down; instead, jump again in the other direction and you get the same setup.





LP Quick Spin Knuckle

↻ + LP

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 80
STUN	100, 100
STARTUP	35
ACTIVE	3, 8
RECOVERY	9
ON HIT	–
ON BLOCK	+4
CANCEL	SU

NOTES 1f strike invincible, 2~25f invincible except for head and feet, 6~25f airborne, armor break, puts opponent in limited juggle state

MP Quick Spin Knuckle

↻ + MP

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 80
STUN	100, 100
STARTUP	33
ACTIVE	3, 8
RECOVERY	10
ON HIT	–
ON BLOCK	+3
CANCEL	SU

NOTES 1f strike invincible, 2~24f strike invincible except for head and feet, 6~24f airborne, armor break, puts opponent in limited juggle state

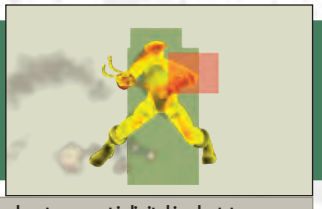
HP Quick Spin Knuckle

↻ + HP

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 80
STUN	100, 100
STARTUP	36
ACTIVE	3, 8
RECOVERY	10
ON HIT	–
ON BLOCK	+3
CANCEL	SU

NOTES 1f strike invincible, 2~27f strike invincible except for head and feet, 6~27f airborne, armor break, puts opponent in limited juggle state





EX Quick Spin Knuckle ↻ + P P

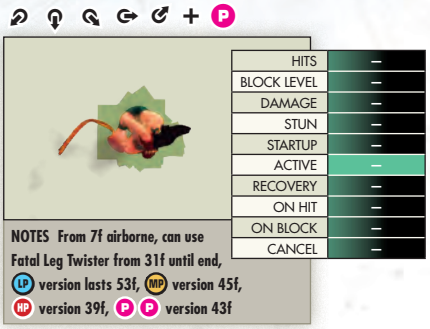
HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 80
STUN	100, 100
STARTUP	33
ACTIVE	3, 8
RECOVERY	10
ON HIT	–
ON BLOCK	+3
CANCEL	SU

NOTES 1~25f strike invincible, 6~25f airborne, armor break, puts opponent in limited juggle state

Quick Spin Knuckle: Cammy takes a small hop, spins backwards, and smashes her fist into her opponent's midsection. All versions of Quick Spin Knuckle can be preemptively used to go through projectiles and break armor but, due to the slow startup, they cannot be used this way on reaction. On hit, Quick Spin Knuckle puts the opponent in a juggle state allowing her to combo into her Super or Ultra I mid-screen, or into a Cannon Spike if she's near a corner. The EX version of Quick Spin Knuckle has a large amount of invincibility that can be used to dodge attacks and avoid many chip-out scenarios against attacks with lots of invincibility such as Seth's Ultra II, or Rufus's EX Messiah Kick (see Combo XII).



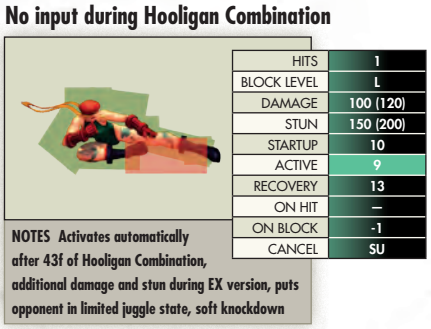
Hooligan Combination



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES From 7f airborne, can use Fatal Leg Twister from 31f until end, LP version lasts 53f, MP version 45f, HP version 39f, P P version 43f

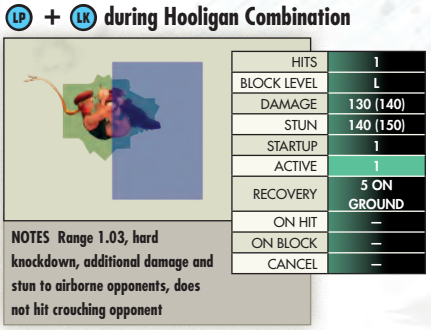
Razor's Edge Slicer
No input during Hooligan Combination



HITS	1
BLOCK LEVEL	L
DAMAGE	100 (120)
STUN	150 (200)
STARTUP	10
ACTIVE	9
RECOVERY	13
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES Activates automatically after 43f of Hooligan Combination, additional damage and stun during EX version, puts opponent in limited juggle state, soft knockdown

Fatal Leg Twister, Crossed Scissors
LP + LK during Hooligan Combination



HITS	1
BLOCK LEVEL	L
DAMAGE	130 (140)
STUN	140 (150)
STARTUP	1
ACTIVE	1
RECOVERY	5 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.03, hard knockdown, additional damage and stun to airborne opponents, does not hit crouching opponent

Hooligan Combination: Cammy jumps to the air and curls into a ball as she moves toward her opponent. Hooligan Combination can be canceled into Cammy's dive kick Cannon Strike, into her throws Fatal Leg Twister/Crossed Scissors, or let alone to recover into Razor's Edge Slicer. The strength of the punch used determines the trajectory of Hooligan Combination. EX Hooligan Combination tracks Cammy's opponent and can be useful for quickly punishing projectile attacks.

Razor's Edge Slicer: If you don't use her throws or her dive kick, Cammy goes into a low-hitting slide kick that knocks her opponent down when Hooligan Combination reaches the ground.

Fatal Leg Twister/Crossed Scissors: You can attempt a throw as Hooligan Combination approaches the opposing character. Fatal Leg Twister grabs a standing opponent while Crossed Scissors will catch an opponent in the air. Neither will grab a crouching opponent, but if you time her throw to hit an opponent as they stand up after being knocked down, she will catch them during the rising frame where they're forced to stand regardless of whether or not the opposing player is holding down. When Cammy lands Fatal Leg Twister, she gets the same setup as she does from landing a back throw.

Cannon Strike
During forward jump or Hooligan

LK + K

MK + K

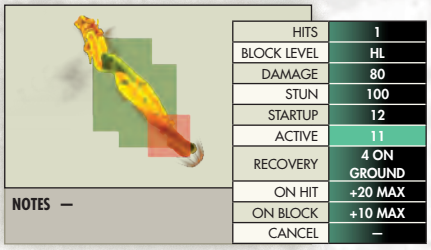
HK + K



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	12
ACTIVE	11
RECOVERY	7 ON GROUND
ON HIT	+10 MAX
ON BLOCK	+7 MAX
CANCEL	–

NOTES Requires 6f airborne time in jump

EX Cannon Strike
During any jump + K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	12
ACTIVE	11
RECOVERY	4 ON GROUND
ON HIT	+20 MAX
ON BLOCK	+10 MAX
CANCEL	–

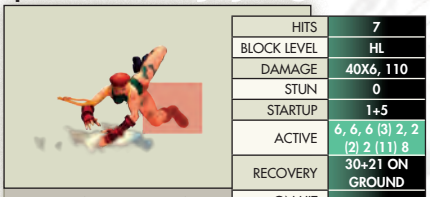
NOTES –

Cannon Strike: Cammy's dive kick-like Cannon Strike forms the basis of her offense. It allows her to change her jump trajectory, makes her harder to hit with anti-airs, and gives her a mix-up between cross-up jump-in LK and Cannon Strike. The EX version has no minimum height, allowing you to punish throw attempts and crouch techs with ease, as well get back on top of the opponent, after she moves back to continue an offense. Cannon Strike can be made to cross-up on its own, but the setups for this are generally rather challenging and take a bit of manual timing.



SUPER & ULTRA COMBOS

Spin Drive Smasher ↓ ↘ → + K



HITS	7
BLOCK LEVEL	HL
DAMAGE	40X6, 110
STUN	0
STARTUP	1+5
ACTIVE	6, 6, 6 (3) 2, 2 (2) 2 (11) 8
RECOVERY	30+21 ON GROUND
ON HIT	–
ON BLOCK	-35

NOTES 1~6f invincible, 3~26f and 46~84f airborne, hard knockdown, 1st hit juggle potential 1 and doesn't increase juggle count, 2nd and 3rd hit juggle potential 1, all remaining hits full juggle potential

Gyro Drive Smasher ↓ ↘ → + K K K



HITS	7
BLOCK LEVEL	HL
DAMAGE	30X6, 170 (30X6, 60, 240)
STUN	0
STARTUP	0+10
ACTIVE	6, 6, 6 (3) 2, 2 (2) 2 (11) 8
RECOVERY	30+21 ON GROUND
ON HIT	–
ON BLOCK	-35

NOTES 1~10 invincible, 5th hit goes into a higher damaging ender on grounded opponent, 1st hit juggle potential 1 and doesn't increase juggle count, 2nd hit juggle potential 1, all remaining hits full juggle potential

Cammy Quick Combination ← ← + P P P



HITS	3
BLOCK LEVEL	–
DAMAGE	75, 75, 320
STUN	0
STARTUP	1+0
ACTIVE	35
RECOVERY	61
ON HIT	–
ON BLOCK	–

NOTES Counters strikes for 35f, does not work against armor breaking attacks or throws



Super Combo: Spin Drive Smasher: Cammy spins forward across the ground before realigning and kicking upward. Spin Drive Smasher is very fast on startup and has good range allowing it to punish semi-safe moves such as Balrog's crouching HK from max range. The HK version travels almost full screen and punishes projectiles very well.

UCI: Gyro Drive Smasher: As with her Super Combo, Cammy performs an Ultra version of her Spiral Arrow followed by a Cannon Spike. If she landed the combo on a grounded opponent and then sent her foe skyward, she grabs them and slams them back down to the ground. Gyro Drive Smasher has good range and combos easily off of Cannon Spike ▷ EX Focus ▷ backdash. Since Cammy needs to backdash to use her Ultra after an uppercut, this makes her decision-making process quite simple, compared to other characters, as to whether to risk a forward dash for additional damage or go with a backdash for the relative safety that the additional distance will allow.

UCII: Cammy Quick Combination: "Here's a present for you!" Cammy adopts a stance and waits patiently for the opportunity to counter her opponent. If Cammy is hit by any strike that doesn't naturally break armor she will counter her opponent with a sequence of three attempts at dislocating their joints. A special move that gains armor breaking property when used as a reversal will still trigger this Ultra. In order to actually land Ultra II, you must understand when your opponent is pressing buttons to attack, then activate Ultra II during their startup. Since this is a challenging feat to accomplish, Ultra II often is better when used as a theoretical deterrent, making your opponent second-guess their offense and pull back early, rather than as a tool to rely on. Cammy Quick Combination lasts for a long time, though almost nobody will ever attack Cammy consciously after the Ultra freeze.

Recommended Ultra Choice: Ultra I

Ultra I allows you to capitalize on hits, scoring higher damage with combos; it makes Cammy better at what she is already good at. Ultra II is most useful against opponents, such as Rufus and Cammy, who wish to knock their opponent down and then rely on setups that are hard to block but don't involve projectiles or armor-breaking attacks. Selecting W Ultra causes Cammy's damage from Ultra Combos to be lowered by 60%.

Overview

PROS:

- Good air mobility with Canon Strike allows Cammy to change her jump trajectory and makes hitting her with anti-air confusing
- EX Cannon Spike is an incredible tool for pressuring opponents, punishing throws, throw techs, and getting Cammy in on her opponent rapidly
- Excellent walk speed and fast normals with good range allow Cammy to fight opponents on the ground
- Strong offensive setups allow Cammy to continue pressuring opponents after knocking them down
- Wakeup delayed by 1 frame, messing up opponents' offensive setups

CONS:

- Cammy requires meter for EX Cannon Strike to effectively frighten her opponent into giving her a window of opportunity
- Large hurtbox makes Cammy susceptible to many character-specific high-damage combos; this combined with slightly below-average vitality and stun doesn't allow her to make many mistakes

Cammy is a rushdown specialist. She has many easily-confirmable frame traps, excellent capabilities for punishing the opponent's throws and throw techs, and has confusing post-knockdown setups. Her excellent speed, good normals, and tricky jumps enable her to get in on her opponent. At this point, she sticks to her enemy until she can break through their defense and land a combo or a throw. After her knockdowns, she confuses her opponent by attacking from either side with the additional potential for a high/low guessing game.

Your objective is to achieve close range, where you can overwhelm the opponent with Cammy's close-range offense. Achieve this by:

- At long range, avoiding projectiles and using her mobility to get closer
- At mid-range, either using her fast speed and long pokes canceled into HK Spiral Arrow to knock her opponent down and start offense, or by using jumps and changing the trajectory with Cannon Strikes to approach her opponent and start up her offense
- At close range, using throws and punishing attempts at breaking throws with frame traps and EX Cannon Strikes
- Following up knockdowns with deceptive setups to continue offense

CAMMY'S TUNING HISTORY

Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
Diagonal jumping LK hitbox extended	Now works as a cross-up against entire cast
CL. MP damage reduced from 70 to 60 on active frames 3 and 4	—
CR. HP damage reduced from 110 to 90	—
LK Cannon Strike damage changed from 120 (80) to 100 (120)	Airborne hit deals more damage while grounded hit deals less
MK Cannon Strike damage changed from 140 (90) to 100 (140)	Airborne hit deals more damage while grounded hit deals less
HK Cannon Strike damage changed from 150 (95) to 100 (160)	Airborne hit deals more damage while grounded hit deals less
EX Cannon Spike damage changed from 160 (95) to 150 (95)	—
LK, MK, HK Cannon Strike damage reduced from 70 to 60	—
Super damage reduced from 400 to 350	—
Ultra I damage reduced from 540 to 480	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

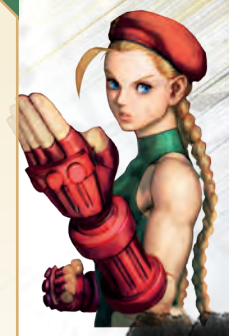
CHANGE	EFFECT
CL. LP recovery reduced from 8 frames to 5, advantage on block increased from +1 to +4, advantage on hit increased from +4 to +7	Allows for links into higher damage combo enders off of chained light attacks
CL. MP recovery reduced from 15 frames to 13, advantage on block reduced from +2 to +1	—
CL. HP recovery reduced from 15 frames to 11, advantage on block increased from -1 to +1, advantage on hit increased from +3 to +6	Now a high damage combo starter
ST. LP recovery reduced from 7 frames to 5, advantage on block increased from +1 to +3	Better tool for pressuring opponent
CR. LP recovery reduced from 8 frames to 6, advantage on block increased from +1 to +3, advantage on hit increased from +4 to +6	Allows for links into higher damage combo enders off of chained light attacks
CR. MP recovery reduced from 10 frames to 7, advantage on block increased from 0 to +3, advantage on hit increased from +3 to +6	Allows for links into higher damage combo enders
LK Spiral Arrow damage reduced from 100 to 80	—
MK Spiral Arrow damage reduced from 120 to 100	—
HK Spiral Arrow damage reduced from 80, 60 to 40, 80, active frames redistributed from 7, 12 to 2, 17	First hit only occurs at point-blank range, worse setup opportunity on hit due to opponent recovering 5 frames faster, often crosses under opponent once cornered
LK, MK, HK Cannon Strike height restriction added	Must be airborne for 8 frames to use a dive kick

Arcade Edition to 2012 Update

CHANGE	EFFECT
Spiral Arrow active frames return to 7, 12	Returned to how it was in *SSFIV*
Axel Spin Knuckle reduced pushback on block	Still not close enough for a good tick throw setup, leaves you just outside CR. LP range inside of max range HK distance

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CL. HP damage reduced from 85 to 80	—
ST. HP damage on 1st active frame reduced from 80 to 70	The first frame is special cancelable making combos involving HP ▷ Spiral Arrow deal less damage and stun while leaving its damage and stun consistent when used as a whiff punish tool at further range
CR. LK startup increased from 3 frames to 4	Slows down Cammy's offense and makes her more prone to counter hit setups when crouch teching
HK Spiral Arrow 1st hit gained 1 frame of hitstun	Makes opponent less likely to recovery before 2nd hit becomes active when hit at furthest range
Cannon Spike EX Focus cancel forward dash now -5 on block	Now always punishable on block
Hooligan Combination gains LK, MK, HK Cannon Strike follow-up attacks	—
LK, MK, HK Cannon Strike height restriction slightly lowered, recovery increased from 5 frames to 7	Lowest altitude Cannon Strike gives Cammy the same advantage as before on the first frame, Cannon Strike hitting just as Cammy lands has reduced hitstun and blockstun
EX Cannon Strike blockstun reduced by 5 frames	EX Cannon Strike now has maximum advantage of +10
Ultra I non cinematic final hit damage reduced from 210 to 170	—
CR. HP damage reduced from 90 to 80; stun reduced from 200 to 150; changed from +7 to +6 on hit, from +0 to +2 on block	Cammy loses several combos



LONG RANGE

From long range, Cammy has little to worry about. Against an opponent without projectiles, your options are limited to move to closer range or run away. With a life lead, you can force your opponent to come to you and try to win by stopping their attempts at getting in, but that doesn't play into Cammy's strong suits. During long-range play, it is important for Cammy to not be in too much of a hurry to get in; your opponent will be looking for hasty attempts to get into close range. Jumps from long range are the most likely ones to get hit with anti-air, since there are fewer angles Cammy can successfully use to approach from the air. This holds especially true against foes that do not have a projectile to punish with a guess jump. Against these types of opponents, you're much better off just walking in.

Against a character with a projectile, it is generally best to take it slow and press forward to enter a mid-range game (rather than trying to jump in all at once). Between Focus absorbing projectiles and the capability to use Cannon Strikes to safely get out of the air quickly, Cammy can dance around projectiles while slowly working her way in. It is important to not be overly aggressive in Focusing through fireballs and dashing your way in; if you aren't careful, you will end up with a large chunk of gray damage, and your opponent is likely to try multi-hit projectiles to break Focus. They may also get a stray hit in, making all the gray absorption damage permanent. Your opponent may try to use a Focus-beating multi-hit attack such as Ryu's Solar Plexus Strike, but Cammy has the walk speed and pokes to get around moves like this and whiff punish if you anticipate correctly.

Characters like Guile, Gouken, and Sagat will likely try to keep you from approaching them for as long as they possibly can. In these types of fights, it's best to be patient and conserve meter at long range and walk your opponent back to the corner before going into a mid-range game. Cammy's EX Spiral Arrow will get through a projectile just fine, but at long range, you will have to use it so late that your opponent will recover before you can hit him. Likewise you can guess when your opponent is going to throw a fireball and preemptively use an EX Hooligan Combination (this works especially well against Akuma's air fireballs), but if you guess wrong, you are not only out the Super Gauge but also likely to be hit with an anti-air.

MID-RANGE

Though mid-range is not where the bulk of her damage will come from, it is where you will need to work the hardest. Cammy has the tools to go toe-to-toe with anyone at this range but will have an uphill battle against characters like Balrog, Chun-Li, Fei Long, M. Bison, and Vega. You have four main approaches from this range: use her rapid walk speed and far-reaching normals to force her opponents to the corner; use a standing LP, standing MP, or crouching MK canceled into Spiral Arrow to begin your offense; attempt to dodge your opponents pokes by jumping and coming down with an EX Cannon Strike; or trying to sneak your way in past your opponent's pokes to score a throw.

As Cammy is faster than most characters, she can control the pacing of a footsies match. Both standing MK and standing HK are fantastic pokes to frustrate your opponent with. Though slightly shorter range than standing HK, standing MK is fast enough that it is unlikely to be whiff punished on reaction. Standing LP is a strong tool to keep players from dashing into you, as well as for keeping players honest as you walk forward. It is very safe to throw out, and can be linked into crouching MK, at which point you can hit-confirm and cancel into HK Spiral Arrow.

She can also combo into HK Spiral Arrow from mid-range using standing MP or crouching MK. As HK Spiral Arrow is unsafe on block, this it isn't a great idea to do this unless you're sure that it'll hit as a whiff punish or you think you have a good read on the range at which your opponent wishes to walk backwards or forward, which is when you can catch them standing. If you are just outside of maximum crouching MK range and attempt a crouching MK ▷ ↻ + HK, it will not cancel to Spiral Arrow unless your opponent either takes a step forward or sticks out an attack of their own. As crouching MK is slow enough that an opponent who is looking for it will be able to whiff punish, this isn't safe to do all of the time, but it will allow you to start your offense on an opponent who has a strong enough neutral game to stop you from approaching. If you have meter to burn, you can even add Focus or Red Focus cancel HK Spiral Arrow; use lv.1 EX Red Focus for a crumple (costing three bars), or Focus Attack dash cancel forward (costing two bars) and link close HP as in Combos VII and Combo XI. Expensive meter-draining combos are generally only advisable when you're about to win the match, as her offense requires meter to be threatening. When spaced appropriately, Spiral Arrow on its own is safe and can even give you +1 advantage when it hits on the final active frame. With correct spacing, Cammy can make good use of LK Spiral Arrow as a far-reaching low hit that will knock your opponent down and allow you to start close offense.

Due to Cammy's ability to fight her opponents on the ground, you can force your opposition to focus their efforts on their ground game. Once you have your opponent's attention elsewhere, it is the perfect time to use an EX Cannon Strike to get in quickly. If you notice your opponent has a tendency to stick out low pokes to impede your forward movement, an EX Cannon Strike done low to the ground will counter your opponent's attempts and allow you to combo into a Spiral Arrow and attempt a mix-up afterwards. If you guess wrong and your opponent is looking for the dive kick, you can be hit with a Shoryuken or other invincible anti-air attack.

As EX Cannon Strikes require Super Gauge, it is important to not be predictable and just throw away your meter as soon as you get it. Once you have meter Cammy's throws, you become much more dangerous; your opponent will sometimes look for the dive kick, allowing you to use this time to sneak in and quickly grab your enemy.

If you can push your opponent to the corner, you will have a much easier time of getting into the close-range game. Once you no longer have to fear any of your attacks whiffing, it is safe to use your pokes and frustrate your cornered foe. Since a cornered target can't back away to make your standing HK whiff, standing MK is generally not needed anymore as a poke. Check your opponent with standing LP, standing HK, and crouching MK and determine what they'll do. They might mash on buttons in desperation, employ a Focus Attack to try to beat your standing HK, wait for an opening while blocking, or attempt to reverse their way out. Punish accordingly. If your opponent is trying to use normals to work their way out, they're leaving themselves open to frame traps and EX Cannon Spikes. Focus Attacks will lose to crouching MK ▷ HK Spiral Arrow, which puts Cammy on top of her opponent in the corner. Pay careful attention to your opponent's Super Gauge; if they have enough meter to Focus cancel then chances are good they will eventually try for a reversal. With the changes to *Ultra Street Fighter IV* which reduced the advantage a character has immediately after non-EX reversals are Focus dash canceled, a character in a corner can always be punished on a bad reversal attempt with only 2 stocks.

From mid-range, projectiles are not nearly as safe against Cammy as from long range due to her ability to punish them for high damage. Cammy's Super, Ultra I, EX Spiral Arrow, and Quick Spin Knuckle will all go through projectiles. Quick Spin Knuckle is too slow to use on reaction, but it can pay off handsomely when you combo into Ultra without spending any Super Gauge. EX Spiral Arrow is fast enough to punish most projectiles on reaction and gives Cammy the same setup that she gets off of HK Spiral Arrow on hit.

From this range, it is easy to stop your enemy from jumping on you with good use of Cannon Spike. The LK version of Cannon Spike can occasionally trade and allow you to link Ultra I for a meterless combo, but it's more advisable to simply use the HK version for its additional invincibility, damage, and stun. Cannon Spike is also very reliable at this range against opponents who try to confuse you by changing their jump trajectory to beat your Cannon Spike (characters like Akuma, Evil Ryu, Seth, Yang, and Yun). During times when you're just not able to use a Cannon Spike, you can still reliably stop your opponent's jumps with close MP, close HP, and close HK. If your opponent is jumping in from a bit further away, crouching HP and standing HK work well.

CLOSE RANGE

Cammy is at her strongest when she is immediately on top of her opponent and on the offensive. Many of her normals offer substantial advantage on both hit and block, such as close LP, close MP, close HP, crouching LP, crouching MP, and crouching HP. Close MP and HP are easily hit confirmable for a combo. As you use these attacks from up-close, Cammy will start to push out. As she gets farther from her opponent, you can either dash back in, use an EX Cannon Strike, or go back to trying to work your way in from mid-range. Against opponents like Akuma, Dhalsim, Evil Ryu, M. Bison, Seth, and Yang, if you see a teleport as you use an EX Cannon Strike, you can chase down your opponent with an Ultra I.

When Cammy has a bar, it opens up her anti-throw game which makes opponents more likely to block or take riskier options in an attempt to stop EX Cannon Strike. When an opponent is noticeably not teching throws, that is the optimal time to use a back throw and punish your opponent for blocking. The mix-up off of Cammy's back throw is scary enough that opponents will want to break throws, which in turn opens them up to frame traps and EX Cannon Strikes. EX Cannon Strike is the easiest anti-throw maneuver in her repertoire. When your opponent has a 3-frame crouching LK, it is a good deal harder to punish your opponent's crouch tech with a frame trap, so it is often worthwhile to use EX Cannon Strike from close range on these opponents.

Actions designed to counter both Cammy's EX Cannon Strike and throws are typically slower attacks more susceptible to frame traps. This includes various option selects such as crouching MP/HP crouch techs; typically moves that have a taller hitbox that your opponent hopes will catch Cammy as she performs an EX Cannon Strike. Their slower attacks allow Cammy to get damage by continuing her pressure on the ground. As her close MP, close HP, and crouching MP are all quick attacks that allow her to hit confirm, these moves can be used to stop opponents from casually attempting to use normals hoping to stop EX Cannon Strike, and to get big damage on an opponent that fears dive kicks more than frame traps. Once opponents are tired of finessing an option select to beat a dive kick and instead go for a hard counter such as a standing LP or standing LK, they leave themselves open once again to Cammy's throw, and to setups like Combo IX, a crouching LP into close MP or HP. An opponent may instead try to jump away from Cammy, thinking that a jump-back HP will punish a dive kick. You can beat this most easily by using a crouching LK into their pre-jump frames, but you can also chase it down with an air throw or an HK Cannon Spike.

After successfully landing a hit and converting it into a combo ending in HK Spiral Arrow, Cammy is rewarded with pressure similar to what she gets off of her back throw. However, unlike her back throw, there is less room for error by guessing on whether your opponent will wakeup at the regular time or not. See Spiral Arrow under the special move descriptions for details.

Defensively, Cammy has a strong anti-air that can keep opponents off of her, as well as an exceptionally quick backdash. Her backdash has less invincibility than most, but it also recovers much more quickly. It crosses space rather quickly and only has 5 frames at the end where you can be punished on the ground for using it. During ground-based pressure strings, backdash and Focus backdash are excellent ways out of pressure. If you have less than 2 stocks of Super Gauge, you can even option select a throw tech with a Focus backdash to safely escape your opponent's pressure (unless they make a very specific read). To do this, press and hold LP + MP + LK + MK then backdash, which builds a throw tech into a Focus backdash, but initiates Red Focus if you have two or more bars.



Combos



I. CR. LK ▷ CR. LP, CR. MP ▷ ↻ + HK

181 damage, 306 stun

A basic hit-confirm combo. Perform the initial crouching LK with CR. LP + LK to build in a crouch tech. Since crouching LP starts up 1 frame faster, you can substitute it instead of the LK at the cost of 5 damage (and no longer starting your combo off of a low hit). This can be necessary after the brief block/hitstun on jump-in LK or a Cannon Strike hitting high on their body.

A simple variation with two crouching LK kicks at the beginning allows Cammy to punish opponents attempting to jump or backdash out of her pressure when they stop blocking down-back. Due to the additional pushback of a third chained light move, Cammy must substitute CR. MP for a 1-frame link with crouching MK before ending the combo with a Spiral Arrow. Plink it with CR. MK~LK, and do it at a slightly slower rhythm than the beat of the three chained light attacks.

II. CL. MP, CR. MP ▷ ↻ + HK

231 damage, 344 stun

A simple combo for reasonable damage and stun, which works well both as a punish and as a hit confirm. Leads immediately into Cammy's standard HK Spiral Arrow follow-ups.

III. CR. HP, CR. MK ▷ ↻ + HK

241 damage, 394 stun

Due to the reduction in advantage on crouching HP, the link to crouching MK now requires 1-frame precision. On characters like Adon, the first hit of Spiral Arrow will miss, reducing the damage to 209.

IV. ↙ + HK ▷ FADC backward, ↻ ↻ + KKK

332 damage, 100 stun

Unlike most characters, Cammy must backdash after FADC to juggle with her Ultra after a reversal.

V. CL. HP ▷ ↙ + HK ▷ FADC forward, ↙ + HK ▷ FADC backward, ↻ ↻ + KKK

434 damage, 300 stun

This high-damage combo requires full Super and Ultra Gauges. To ensure Cammy gets all 5 hits of her Ultra, make sure you walk forward a bit before the second Cannon Spike.

VI. CL. HP ▷ ↻ + HK ▷ ↻ ↻ + HK

400 damage, 200 stun

Simple combo into Spin Drive Smasher for strong damage.

VII. CL. HP ▷ ↻ + HK ▷ level 1 Red Focus Attack, ↻ ↻ + KKK

423 damage, 270 stun

ST. MP ▷ ↻ + HK ▷ level 1 Red Focus Attack, ↻ ↻ + KKK

413 damage, 250 stun

Due to the short range of Cammy's Focus Attack it is often challenging to land this same sort of combo off of Cammy's crouching MK. This is particularly true against thinner characters such as Adon and Fei Long. As Cammy's standing MP moves her forward substantially during its active frames, HK Spiral Arrow canceled into Red Focus Attack is much more likely to hit.

VIII. ↻, ↑ + KK, ↻ ↻ + KKK

464 damage, 100 stun

If an EX Cannon Strike hits an opponent near the ground, Cammy recovers quickly enough to have time to combo into any normal move, and even her Ultra. You even have enough time to hit confirm the dive, allowing you to go straight into a high-damage combo, or to use it to start your pressure if the EX Cannon Strike was blocked.

EX Cannon Strike done low to the ground (using a "tiger knee" motion; use whichever upward direction feels most comfortable for you) creates enough advantage that you can even link it into itself. Perform the motion quickly and it's possible to link EX Cannon Strikes for as long as you have meter to burn. You can still link Ultra or the combo of your choice after four EX Cannon Strikes in a row; four EX Cannon Strikes in a row linked into Ultra I does 520 damage.

IX. CR. LP, CL. MP, CR. MP ▷ ↻ + HK

226 damage, 356 stun

CR. LP, CL. MP, ST. HP ▷ ↻ + HK

230 damage, 356 stun

On block, there's a 1-frame gap between crouching LP and close MP making it an excellent frame trap. The HP variation only deals 4 additional damage while reducing a 2-frame link into a 1-frame link, so attempt it with caution.

X. CL. MP, CR. MP, CR. MK ▷ ↓↘ + MK

257 damage, 385 stun
CL. HP, CR. MP, CR. MK ▷ ↓↘ + MK
267 damage, 405 stun

On wider characters such as Abel, Hugo, and Zangief, you can go for an extended combo to deal additional damage and stun. The link from crouching MP to crouching MK is a 1-frame link, and this combo requires you to be right next to your opponent; for this reason, it works well off of an EX Cannon Spike.

On Cammy and Makoto, you can start this combo off of a close HP for 10 extra damage and 20 extra stun.

XI. CR. MK ▷ ↓↘ + HK ▷ FADC forward, CL. HP ▷ ↓↘ + HK

253 damage, 402 stun

This combo allows you to spend 2 bars to get more damage on a crouching poke. It also makes a crouching MK canceled into Spiral Arrow (canceled into FADC forward dash) generally safe at -1 on block. If they block your Spiral Arrow ▷ FADC forward, you can block to bait a reversal, or choose between throwing, Cannon Spike, or EX Cannon Strike if you would like to stay on the offensive. Cammy's HK Spiral Arrow ▷ FADC leaves her with an advantage of +4 on hit, giving her exactly 1 frame to link the close HP. Plink it for consistency. If you're worried about dropping this combo, you can instead opt to link a crouching LP into a crouching MP, hit confirming this post-FADC crouching link before canceling into Spiral Arrow.

XII. ←↙ + MP, ↓↘ ↓↘ + K K K

392 damage, 200 stun
←↙ + MP, ↓↙ + HK
260 damage, 300 stun

Though not the easiest move to land due to its slow startup, the oddly-named Quick Spin Knuckle allows Cammy to combo into her Ultra from mid-screen without spending any Super Gauge. (If you do want to spend Super here, Spin Drive Smasher will also juggle, for 390 damage at the cost of your full Super Gauge.) Perform Ultra (or Super) immediately upon recovery. This move can go through projectiles, but you will have to use it predictively as it is too slow to punish a projectile on reaction. Near a corner, she can instead juggle with a Cannon Spike for a reasonably strong hit not requiring any Super or Ultra Gauge.

XIII. CL. HP, CR. MK ▷ ↓↘ + HK

241 damage, 364 stun

Close HP works similarly to close MP in most circumstances. It has additional damage and stun, and it has the same startup, so it can be used in frame traps, or even in combos starting with crouching LP as in Combo VII. It has more pushback on hit and block, so if you're blocked, you'll lose more ground (the price you pay for going for a juicier hit). Due to the additional pushback on close HP, it is best to link a crouching MK rather than MP to avoid a whiff. Plink CR. MK~LK, so if you miss the plink for crouching MK, you still might link crouching LK, which still combos into HK Spiral Arrow.

CHUN-LI

First appearance: *Street Fighter II* (1991)

Data

STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	1050	A
Forward Walk Distance per Frame	0.055	S
Backward Walk Distance per Frame	0.045	S
Dash Duration in Frames	15	S
Dash Distance	1.0844	D
Backdash Duration in Frames	8 invincible, 10 airborne, 4 recovery (22 total)	S
Backdash Distance	1.3	A
Pre-jump Frames	4	A
Jump Duration in Frames	41	D+
Diagonal Jump Distance	2	A-

W Ultra Damage: 75%

Standing



Crouching



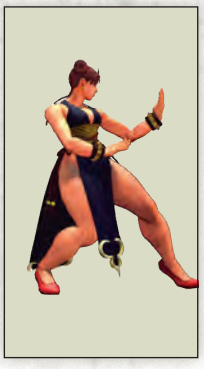
Jump Arc



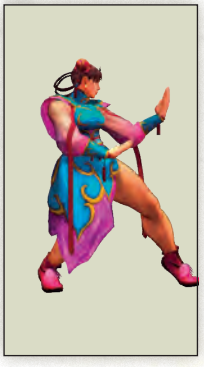
Costume 1



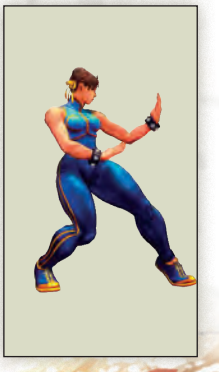
Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

MP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 40
STUN	50, 50
STARTUP	4
ACTIVE	3 (6) 3
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	4
ACTIVE	4
RECOVERY	21
ON HIT	-2
ON BLOCK	-7
CANCEL	SP, SU

NOTES —

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	3
BLOCK LEVEL	HL, H
DAMAGE	30, 20, 20
STUN	50, 25, 25
STARTUP	4
ACTIVE	3 (7) 2, 2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES Only 1st hit cancelable

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	4
ACTIVE	3
RECOVERY	18
ON HIT	+2
ON BLOCK	-3
CANCEL	SP, SU

NOTES Forces stand

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	16
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	12
ACTIVE	2
RECOVERY	20
ON HIT	+0
ON BLOCK	-4
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10
ACTIVE	5
RECOVERY	12
ON HIT	+0
ON BLOCK	-3
CANCEL	—

NOTES —

Crouching HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	100, 100
STARTUP	7
ACTIVE	2 (6) 2
RECOVERY	18
ON HIT	+2
ON BLOCK	-2
CANCEL	SP, SU

NOTES Only 1st hit cancelable

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	4
RECOVERY	8
ON HIT	+2
ON BLOCK	-1
CANCEL	CH

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	150
STARTUP	7
ACTIVE	4
RECOVERY	19
ON HIT	—
ON BLOCK	-5
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	4
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

Neutral jumping (HP)



HITS	2
BLOCK LEVEL	H
DAMAGE	70, 70
STUN	150, 150
STARTUP	5
ACTIVE	2 (2) 2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible, both hits put airborne opponent in limited juggle state, 2nd hit juggle potential 1, soft knockdown

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	3
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	3
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincible

Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincible

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	150
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~12f lower body projectile invincible, puts airborne opponent into limited juggle state

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	4
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

NORMAL THROWS

Chun-Li's throw is a crucial aspect of your game plan. Not only is the distance it can grab above average, but since Chun-Li's walk speed is so fast, you can transition into throw range easily before the opponent can react. By getting the opponent to block a CR.(LP), which is +6, you can always present the threat of a potential throw. If you land a forward throw, you can dash forward and time a ↷ + (HK) to beat reversal attacks, and in some cases, time it to ambiguously hit the opponent in front or back. You can also dash forward once and jump forward to land a cross-up jumping (LK) that will also beat many reversals. The setups off of forward throw make it the superior pick; however, back throw is useful if you want to position your opponent closer to the corner and gain space away from the corner yourself. Chun-Li's air throw is good for catching opponents jumping over you at a close distance, and is best used by jumping backwards, so you have the most time to catch them on the way up.



Koshuto (LP) + (LK)

DAMAGE	140
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.017

Kirinshu ⟲ + (LP) + (LK)

DAMAGE	100
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.017

Ryuseiraku During jump, (LP) + (LK)



DAMAGE	150
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	–

NOTES Range 1.1

FOCUS ATTACKS

Chun-Li's Focus Attack is exemplary in that it is +1 frame on block at level 1. This allows you to use Focus Attack as a pressure tool which leaves you at point-blank range with offensive priority. Landing a Focus Attack crumple is also very worthwhile, since you can attain high damage by comboing off of a heavy attack. FADC combos are mostly unadvisable for Chun-Li since meter is so valuable for her and she has other viable combo options; however, you can FADC and EX Kikoken into Kikosho if you need a little extra damage (see Combo IX).

Red Focus cancel has some use for Chun-Li in that she can cancel into it off of a Hazanshu for massive damage (see Combo III and VIII). She can also choose to Red Focus Cancel off of a Hyakuretsukyaku; however, you can get heavy damage without this and are better served by having the meter. Red Focus also has uses defensively, since you can use the Red Focus to punch obvious normals canceled into non Focus breaking special moves such as Ryu's crouching MK ▷ ⟲ + P P.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (+1)
ON BLOCK	-21 (+1)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+13
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+7)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	120
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (+1)
ON BLOCK	-21 (+1)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+13
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+7)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Kakukyakuraku ⟲ + HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	37
ACTIVE	7
RECOVERY	5 ON GROUND
ON HIT	+6
ON BLOCK	+2
CANCEL	–

NOTES 11~43f airborne

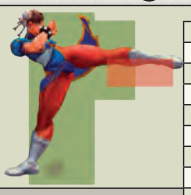
Rear Spin Kick ⟲ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	10
ACTIVE	3
RECOVERY	11 + 5 ON GROUND
ON HIT	-2
ON BLOCK	-5
CANCEL	–

NOTES 10~23f airborne, on counter hit or anti-air puts opponent in limited juggle state and soft knockdown

Kakusenshu ⟳ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	15
ACTIVE	3
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	–

NOTES –

Kakukyakuraku: Chun-Li flips forward and strikes out with both legs towards the side she jumped from. The primary use of Kakukyakuraku is on an opponent's wakeup. You can time this move so that most reversal attacks performed by the opponent will whiff under Chun-Li or be beaten outright. You can also time this move to cross-up or, on some opponents, to land in front of the opponent and still hit them. Kakukyakuraku also has limited use as a movement tool in that you can use it to hop over projectiles and maintain charge. If you are in a defensive situation with your back to the corner, you can use this move if you sense your opponent is hesitating (such as in a situation where they might be expecting an EX Spinning Bird Kick). If the opponent is unprepared, this will get you out of the corner and regain your offensive momentum.

Rear Spin Kick: Chun-Li flips backwards in place kicking her legs upwards. The primary use for the Rear Spin Kick is as an anti-air. Be sure to catch the opponent early in their jump since the startup of Rear Spin Kick is substantial. If Rear Spin Kick connects on counter hit or as an anti-air, it grants a limited juggle state and then a soft knockdown. Standard follow-ups to this attack are EX Hyakuretsukyaku or, should you have Ultra Meter, Kikosho.

Kakusenshu: A forward stepping kick that advances Chun-Li on the screen with a respectable horizontal distance. Compared to Chun-Li's other strong mid-range tools, this move is rather lackluster. However, Kakusenshu does have a place in your arsenal if your opponent is waiting to whiff punish or is looking to react to a walk forward. On counter hit, Chun-Li can link a CR.LK into Combo I in the combo notes.

Kintekishu

← + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	9
ACTIVE	4
RECOVERY	16
ON HIT	-3
ON BLOCK	-6
CANCEL	TC

NOTES —

Tenkukyaku

← + MK → MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	12
ACTIVE	3
RECOVERY	39
ON HIT	—
ON BLOCK	-28
CANCEL	TC

NOTES Puts opponent into limited juggle state

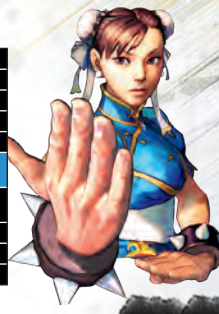
Tenshokyaku

← + MK → MK → ↑ + MK



HITS	5
BLOCK LEVEL	HL
DAMAGE	20 X 5
STUN	50 X 5
STARTUP	4
ACTIVE	4 (2) 1 (4) 2 (4) 1 (5) 1
RECOVERY	9 + 15 ON GROUND
ON HIT	—
ON BLOCK	-29
CANCEL	—

NOTES 1~27f lower body projectile invincible, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential, puts opponent into limited juggle state 4



Kintekishu: Chun-Li leans back and strikes the opponent with a kick to the midsection. On its own, this move should never be used because it is punishable on hit and block. Only use this move when you know it will hit, and you should always follow up with Tenkukyaku into Tenshokyaku. While Chun-Li has more damaging and safer combo options, this whole series of attack is an adequate whiff punish, especially if you finish the series and have meter to combo into an Ultra Combo.

Tenkukyaku: Chun-Li kicks upwards launching the opponent into the air. This is very unsafe on block, and on hit, it doesn't grant any worthwhile follow-ups other than a Tenshokyaku. Tenkukyaku can be canceled into from Kintekishu on whiff block or hit.

Tenshokyaku: The combo ender of the Kintekishu/Tenkukyaku series. Chun-Li spins and kicks upwards five times launching the opponent very high in the air. Like all hits in this series, it's very unsafe on block. If the opponent is in the corner, you can follow up with EX Spinning Bird Kick, or with an Ultra Combo II stocked, Kikosho.

Yosokyaku 1st

↑ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	2
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	TC

NOTES 1~4f lower body projectile invincible, puts airborne opponent into limited juggle state and soft knockdown, juggle potential 2

Yosokyaku 2nd

↑ + MK → ↑ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	TC

NOTES 1~5f lower body projectile invincible, puts airborne opponent in limited juggle state and soft knockdown, juggle potential 3

Yosokyaku 3rd

↑ + MK → ↑ + MK → ↑ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile invincible, puts airborne opponent in limited juggle state and soft knockdown, juggle potential 4

Yosokyaku: Chun-Li stomps on the opponents head up to three times with each hit propelling her upwards. Should the opponent be in a juggle state ,all three Yosokyaku hits will combo. After any of the Yosokyaku hits, Chun-Li can execute a normal jumping attack. The main utility of using Yosokyaku outside of combos is that the initial hit is an instant overhead that can be used early in your jump. On hit or block, you can then time a forward jumping LK to cross-up the opponent.

Wall Jump

During angled jump near wall, ↙



HITS	—
BLOCK LEVEL	—
DAMAGE	—
STUN	—
STARTUP	—
ACTIVE	—
RECOVERY	29
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES —

Wall Jump: Chun-Li vaults off of the wall at an upward angle. Wall Jump can be performed at any point you reach the edge of the screen (not just at the end of the stage). Given that Chun-Li has a slow and floaty jump, this move has limited uses. Typically use this move as a surprise escape from the corner when you feel the opponent is not expecting it.

Target Combo

Angled jumping HP → HP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile invincibility, soft knockdown against airborne opponent, 2nd hit juggle potential 1

Target Combo: Chun-Li performs two punches in the air. If you connect the target combo against an airborne opponent, it puts the opponent into a juggle state. The typical follow-up options are Yosokyaku, EX Spinning Bird Kick, or an Ultra Combo (see Combo VI for details). The other strong aspect of Chun-Li's Target combo is that she has the threat of only doing the first hit, and then going low or throwing when the opponent expects the second punch which must be blocked high.

SPECIAL MOVES



LK Hyakuretsukyaku
Mash K x 4, LK

HITS	4
BLOCK LEVEL	HL
DAMAGE	15 X 4
STUN	20 X 4
STARTUP	4
ACTIVE	2 (6) 2 (6) 2 (6) 2
RECOVERY	17
ON HIT	+6
ON BLOCK	+2
CANCEL	SU

NOTES —

MK Hyakuretsukyaku
Mash K x 4, MK

HITS	4
BLOCK LEVEL	HL
DAMAGE	15 X 4
STUN	25 X 4
STARTUP	7
ACTIVE	1 (4) 2 (4) 1 (4) 1
RECOVERY	20
ON HIT	+4
ON BLOCK	+0
CANCEL	SU

NOTES —

HK Hyakuretsukyaku
Mash K x 4, HK

HITS	4
BLOCK LEVEL	HL
DAMAGE	15 X 4
STUN	30 X 4
STARTUP	7
ACTIVE	1 (4) 1 (4) 1 (3) 1
RECOVERY	21
ON HIT	+3
ON BLOCK	-1
CANCEL	SU

NOTES —

EX Hyakuretsukyaku
Mash K x 4, K K

HITS	4
BLOCK LEVEL	HL
DAMAGE	40 X 4
STUN	50 X 4
STARTUP	4
ACTIVE	1 (3) 1 (3) 1 (3) 1
RECOVERY	19
ON HIT	—
ON BLOCK	+1
CANCEL	SU

NOTES Puts opponent into limited juggle state, all hits juggle potential 4

LK Hyakuretsukyaku Extension During Hyakuretsukyaku, mash K x 4, LK

HITS	4
BLOCK LEVEL	HL
DAMAGE	15X4
STUN	20X4
STARTUP	6
ACTIVE	2 (6) 2 (6) 2 (6) 2
RECOVERY	19
ON HIT	+4
ON BLOCK	+0
CANCEL	—

NOTES —

MK Hyakuretsukyaku Extension During Hyakuretsukyaku, mash K x 4, MK

HITS	4
BLOCK LEVEL	HL
DAMAGE	15X4
STUN	25X4
STARTUP	5
ACTIVE	1 (4) 2 (4) 1 (4) 1
RECOVERY	17
ON HIT	+7
ON BLOCK	+3
CANCEL	—

NOTES —

HK Hyakuretsukyaku Extension During Hyakuretsukyaku, mash K x 4, HK

HITS	4
BLOCK LEVEL	HL
DAMAGE	15X4
STUN	30X4
STARTUP	5
ACTIVE	1 (4) 1 (4) 1 (4) 1
RECOVERY	20
ON HIT	+4
ON BLOCK	+0
CANCEL	—

NOTES —

Hyakuretsukyaku: Chun-Li's signature multi-hitting kick move. Hyakuretsukyaku's main purpose is to extend combos for sizeable damage, and allow typically rare advantageous combo enders such as CR. HK, which sets up a hard knockdown. Hyakuretsukyaku can be extended for even more hits with additional button presses and, as long as all the kicks make contact, it is a very safe move. Be wary of distances where the later kicks will whiff against an opponent since this leaves Chun-Li highly punishable. The move itself can be tricky to cancel into accurately, and to do so reliably requires much more nuanced methods than simply mashing the kick buttons. Some players find it effective to slide their finger back and forth across the buttons to get the necessary number of inputs ending on the button strength of the desired ending kick. Other players choose to hit the buttons in rapid succession like piano keys, ending on the desired button. Whatever method you choose, the only kick input that determines which version of Hyakuretsukyaku you perform is the 5th button input. A common way to "piano" the inputs is directly across for three inputs and then one button before the desired input. A practical example would be comboing into HK Hyakuretsukyaku off of a CR. HP —you would input CR. HP, slide your finger down to the kick buttons, and then input HK ~MK~LK with different fingers as you would a piano, and then MK~HK for the final two inputs.

The input for EX Hyakuretsukyaku is more forgiving because you simply need to end by pressing two kick buttons. EX Hyakuretsukyaku is unique in that it puts the opponent into a limited juggle state (see Combo I for details). While not invincible, EX Hyakuretsukyaku comes out in 4 frames and is safe, so it is useful when you sense there will be a gap in the opponent's attack strings.

Kikoken: Chun-Li's "fireball" maneuver. Depending on the button pressed, the Kikoken will travel at different speeds and dissipate at different points before travelling full screen. Of the non-ex Kikokens, the HP Kikoken moves the fastest but travels the least distance before disappearing. The MP Kikoken travels slower than the HP version but slightly farther, and the LP Kikoken travels the longest distance at the slowest speed.

The EX Kikoken travels faster and longer than the other Kikokens and also hits twice and knocks down.

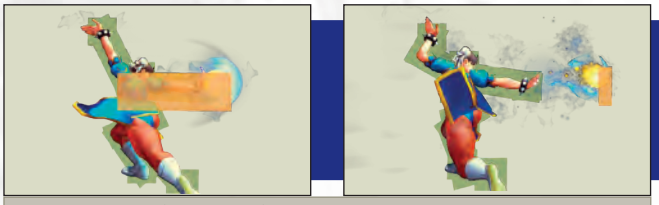
Kikoken has both a fast startup and recovery. Given that Kikoken requires a charge, it is difficult to outright win projectile wars against other characters. Its primary use from far distance is to walk forward into mid-range after it to move to a more ideal distance and simultaneously punish attempts to jump the Kikoken. Of note is that the MP Kikoken becomes active at the closest distance from Chun-Li and recovers the fastest, so it's ideal for occupying space and letting Chun-Li walk in after it. At a closer distance where the Kikoken is hard to react to, it is good to cancel into after a blocked normal or string. ST. MP ▷ Kikoken is a good poking tool to maintain a mid-range space and also to make an opponent hesitant to take action after blocking a ST. MP when you have charge. In order to not get pushed back to the corner, you can whiff a CR. HP to move forward while maintaining a charge for Kikoken.



NOTES Projectile lasts 100f, charge time 55f

LP Kikoken
Charge back, ← + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	14
ACTIVE	—
RECOVERY	31
ON HIT	+0
ON BLOCK	-4
CANCEL	SU



NOTES Projectile lasts 77f, charge time 55f

MP Kikoken
Charge back, ← + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	75
STARTUP	12
ACTIVE	—
RECOVERY	30
ON HIT	+1
ON BLOCK	-3
CANCEL	SU

HP Kikoken
Charge back, ← + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	10
ACTIVE	—
RECOVERY	32
ON HIT	-1
ON BLOCK	-5
CANCEL	SU

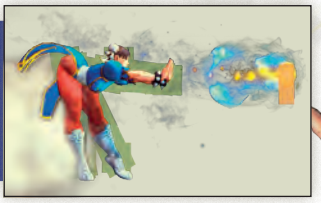
NOTES Projectile lasts 45f, charge time 55f

EX Kikoken
Charge back, ← + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	10
ACTIVE	—
RECOVERY	39
ON HIT	—
ON BLOCK	-4
CANCEL	SU

NOTES Projectile lasts 100f, charge time 55f, soft knockdown, puts opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2









LK Hazanshu
↻ + LK

HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	23
ACTIVE	2
RECOVERY	20
ON HIT	+4 (+3)
ON BLOCK	-1
CANCEL	SU

NOTES 2~22f airborne, less advantage on crouching opponent

MK Hazanshu
↻ + MK

HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	150
STARTUP	25
ACTIVE	2
RECOVERY	19
ON HIT	+5 (+4)
ON BLOCK	+0
CANCEL	SU

NOTES 2~24f airborne, less advantage on crouching opponent

HK Hazanshu
↻ + HK

HITS	1
BLOCK LEVEL	H
DAMAGE	130
STUN	200
STARTUP	26
ACTIVE	2
RECOVERY	20
ON HIT	+4 (+3)
ON BLOCK	-1
CANCEL	SU

NOTES 2~25f airborne, less advantage on crouching opponent

EX Hazanshu
↻ + K K

HITS	1
BLOCK LEVEL	H
DAMAGE	170
STUN	200
STARTUP	26
ACTIVE	2
RECOVERY	20
ON HIT	—
ON BLOCK	-1
CANCEL	SU

NOTES 1~14f invincible, 2~25f airborne, less advantage on crouching opponent, armor break

Hazanshu: Chun-Li flips forward and lands with a falling ax kick that must be blocked high. The LK Hazanshu travels the shortest distance, the MK Hazanshu travels slightly farther, and the HK Hazanshu travels the farthest. The EX Hazanshu breaks focus and hones in on the opponent's location. Since Hazanshu is airborne on frame 2, it is good for going over obvious low attacks to maintain pressure. Hazanshu is also incredibly useful for traversing over the opponent's fireballs. Should Hazanshu hit the opponent, you can combo into a CR. LK and convert into the options in Combo III. If you land a counter hit CL. HK (which is an excellent frame trap tool), you can combo into a Hazanshu. MK Hazanshu is most effective here since it won't go over the opponent and leaves you at a distance close enough to the opponent to convert into Combo VIII.





LK Spinning Bird Kick
Charge down, ↓ + LK

HITS	5
BLOCK LEVEL	HL
DAMAGE	20 X5
STUN	20 X 5
STARTUP	13
ACTIVE	2 (2) 1 (5) 2 (4) 2 (4) 2
RECOVERY	10+10 ON GROUND
ON HIT	—
ON BLOCK	-1
CANCEL	—

NOTES 13~46f airborne, soft knockdown, armor break, charge time 55f

MK Spinning Bird Kick
Charge down, ↓ + MK

HITS	7
BLOCK LEVEL	HL
DAMAGE	25 X 6, 30
STUN	28 X 6, 32
STARTUP	14
ACTIVE	2 (2) 1 (5) 1 (5) 2 (4) 2 (6) 1 (5) 2
RECOVERY	9+12 ON GROUND
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES 14~60f airborne, armor break, charge time 55f

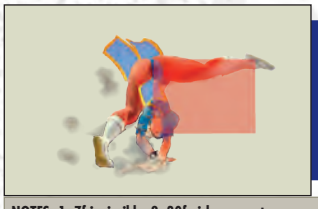
HK Spinning Bird Kick
Charge down, ↓ + HK

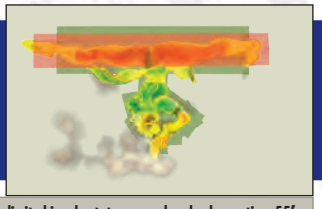
HITS	9
BLOCK LEVEL	HL
DAMAGE	40, 20 X 7, 30
STUN	40, 20X7 ,30
STARTUP	22
ACTIVE	1 (2) 1 (5) 2 (4) 2 (4) 2 (6) 2 (3) 2 (5) 2 (4) 2
RECOVERY	11+16 ON GROUND
ON HIT	—
ON BLOCK	-8
CANCEL	—

NOTES 22~81f airborne, soft knockdown, armor break, charge time 55f

EX Spinning Bird Kick
Charge down, ↓ + K K

HITS	5
BLOCK LEVEL	HL
DAMAGE	30 X 4, 50
STUN	50 X 4, 60
STARTUP	6
ACTIVE	2 (1) 2 (3) 2 (4) 2 (3) 2
RECOVERY	9+9 ON GROUND
ON HIT	—
ON BLOCK	-18
CANCEL	—





NOTES 1~7f invincible, 8~30f airborne, puts opponent in limited juggle state, armor break, charge time 55f, 1st hit juggle potential 5, 2nd hit juggle potential 6, 3rd hit juggle potential 7, 4th hit juggle potential 8, 5th juggle potential 9

Spinning Bird Kick: Chun-Li hovers off of the ground and moves forward while spinning her legs in a helicopter-type motion. The LK Spinning Bird Kick and HK Spinning Bird Kick knock down on hit allowing Chun-Li to better maintain pressure. This is also an armor breaking move. Should you want to forgo the trickier Hyakuretsukyaku combos and go for an easy high damaging, high stun combo off of a Focus Attack, jump forward, or Kakukyakuraku (↖ + HK), comboing into a Spinning Bird Kick, such as in Combo VII.

EX Spinning Bird Kick causes Chun-Li to spin very rapidly in place. This is Chun-Li's invincible move, and it's also good for getting damage with the opponent in a juggle state in the corner. Combo VI is an example of this, but feel free to use an EX Spinning bird kick after any EX Kakukyakuraku, EX Kikoken, or Rear Spin Kick near the corner to tack on some extra damage; you can even add an Ultra Combo afterward. EX Spinning Bird Kick is also a great anti-air should you have charge; however, make sure to hit it as late as possible so you land the most hits.



LK Senretsukyaku
Charge back, ← → + LK

HITS	9
BLOCK LEVEL	HL
DAMAGE	30X8, 100
STUN	0
STARTUP	1+1
ACTIVE	2 (13) 1 (3) 1 (5) 1 (3) 1 (5) 1 (3) 1 (5) 1 (17) 2
RECOVERY	50
ON HIT	–
ON BLOCK	-31

NOTES 1~3f invincible, hard knockdown, full juggle potential, charge time 55f

MK Senretsukyaku
Charge back, ← → + MK

HITS	9
BLOCK LEVEL	HL
DAMAGE	30X8, 100
STUN	0
STARTUP	1+1
ACTIVE	2 (13) 1 (3) 1 (5) 1 (3) 1 (5) 1 (3) 1 (5) 1 (17) 2
RECOVERY	63
ON HIT	–
ON BLOCK	-44

NOTES 1f invincible hard knockdown, full juggle potential, charge time 55f

HK Senretsukyaku
Charge back, ← → + HK

HITS	9
BLOCK LEVEL	HL
DAMAGE	30X8, 100
STUN	0
STARTUP	1+1
ACTIVE	1 (14) 1 (3) 1 (5) 1 (2) 2 (5) 1 (3) 1 (5) 1 (17) 2
RECOVERY	86
ON HIT	–
ON BLOCK	-67

NOTES 1f invincible hard knockdown, full juggle potential, charge time 55f

Super Combo: Senretsukyaku: Chun-Li rushes forward and delivers one of the game's fastest striking attacks, which hits in only 2 frames, and on the first frame after the Super flash. Chun-Li's Super's exceptional speed allows it to be used to punish situations that few other characters can: where the opponent is at a minor, usually unpunishable, disadvantage of -2.

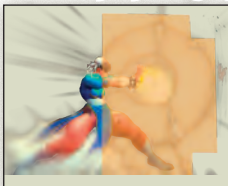
Hosenka Charge back, ← → + K K K



HITS	21
BLOCK LEVEL	HL
DAMAGE	30X9, 8X11, 102
STUN	0
STARTUP	0+7
ACTIVE	2 (17) 2 (5) 2 (5) 2 (5) 2 (5) 1 (6) 1 (22) 3
RECOVERY	65
ON HIT	–
ON BLOCK	-47

NOTES 1~7f invincible, 1st and 9th hit break armor, goes into cinematic if 9th hit connects, hard knockdown, full juggle potential, charge time 55f

Kikosho ↓ ↓ + P P P



HITS	20
BLOCK LEVEL	HL
DAMAGE	20X19, 80
STUN	0
STARTUP	0+9
ACTIVE	6X20
RECOVERY	80
ON HIT	–
ON BLOCK	-55

NOTES 1~9f invincible, projectile hitbox, hard knockdown, sequential juggle potential from hit 1~20: 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, etc.

UCI: Hosenka: Chun-Li travels forward performing an extended series of rapid kicks. Should the 9th kick connect, a cinematic triggers in which Chun-Li launches the opponent upwards with a particularly vicious Spinning Bird Kick variation, ending with a double-footed kick in the opponent's back. Hosenka can be comboed into when the opponent is in a juggle state near the corner. Hosenka is also an excellent tool for punishing fireballs on reaction when you have charge. You can gain additional distance for punishing full-screen fireballs by performing a forward dash during the first forward input required for Hosenka, and then completing the motion as you come out of the dash.

UCII: Kikosho: Chun-Li charges up a massive fireball, which occupies a large spherical area in front of her. The primary purpose of Kikosho is take on additional damage whenever Chun-Li has put the opponent into a juggle state. A variety of options to land Kikosho are described in the Combo section. Unlike Hosenka, you can combo into Kikosho anywhere on the screen. Kikosho is also a viable anti-air on its own.

Recommended Ultra Choice: Matchup/Preference Dependent

If you are playing against a character that is heavily projectile-based, Hosenka is a very good tool to dissuade the use of projectiles. The damage on Hosenka is also far superior to Kikosho. Hosenka is a good pick when facing an opponent that can easily be pushed into the corner, considering Hosenka now juggles for full hits more reliably when comboed into against an airborne opponent in the corner. The benefit of Kikosho is that it allows you to convert into damage in a wide variety of ways anywhere on the screen. If an opponent's character is good at applying pressure on Chun-Li, you will find fewer situations where you have them in the corner and are able to use Hosenka. Kikoken also makes jumping at you a less attractive prospect due to the threat of a raw Kikosho anti-air, or comboing into it off of a Rear Spin Kick or air-to-air target combo. Double Ultra Combo marginalizes the Kikosho damage to the point where it is less threatening and, in most matches, you should have an idea of when you can and cannot easily land a Hosenka.

Overview

PROS:

- Fast walk speed
- Exceptional mid-range normals to control the ground game and whiff punish effortlessly
- Has a fast backdash that covers a great distance
- Chun-Li's Senretsukyaku super is 2 frames, which lets her punish an array of moves other characters cannot
- A strong tick throw game
- A Focus Attack which leaves you +1 on block at level 1

CONS:

- Lower than average stamina at 950
- Can have difficulty anti-airing jumps performed close to her, and dive kick type moves that change trajectory
- Limited and risky options on defense, particularly if she is cornered where the backdash is less effective

Chun-Li is a character who excels at mid-range. The normal attacks in her arsenal not only boast impressive range and speed, but are also very difficult to whiff punish. Due to Chun-Li's fast walk speed, you can maneuver in and out of her desired ranges with ease, making poking and whiff punishment very easy. An opponent will be hesitant to challenge Chun-Li on the ground, which allows you to walk forward and go in for throw or frame trap pressure. If you are pressured, Chun-Li's backdash can get you out of tough defensive situations and back into your ideal range. With Chun-Li controlling the ground game, you should have little trouble getting a knockdown and applying safe pressure up close. While you have no universal go-to anti-air, there are plenty of anti-air options which cover most situations, and your walk speed facilitates getting in range where you will be prepared for a jump. Be cautious about getting cornered or knocked down yourself, since Chun-Li is least equipped to deal with that situation.



Your objective is to impose your will at mid-range in order to induce mistakes from the opponent that you can punish, or to cause hesitation, which allows her to quickly approach. You achieve this by:

- Intelligent use of mid-range ground normals, particular ST. MP and CR. HK, to put up a wall that is hard for an opponent to negotiate
- Utilizing Chun-Li's fast walk speed to put yourself in positions to stop aerial approaches and force the ground game
- Well-timed approaches in moments of hesitation to convert into a combo through use of your walk speed and normals, or your level 1 Focus Attack which is +1 on block

CHUN-LI'S TUNING HISTORY

Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
↖ + LK hitbox expanded upward and forward, upper body invincibility added from frames 3~9	Better as anti-air
LK Hazanshu damage reduced from 100 to 90	—
MK Hazanshu damage reduced from 120 to 110	—
HK Hazanshu damage reduced from 150 to 130	—
EX Hazanshu damage reduced from 200 to 170	—
Ultra I damage reduced from 510 to 460	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
ST. MP damage reduced from 70 to 60	—
CR. HK stun reduced from 200 to 100	—
Focus Attack hurtbox extended forward	More likely to absorb attacks from knee upwards
↖ + LK hitbox reduced, upper body invincibility moved from 3~9 to 4~12, startup increased from 10 frames to 12, recovery changed from 8+7 grounded to 10+5 grounded	Weaker as anti-air, more likely to air recovery
Ultra I hitboxes extended	Less likely to drop opponent in a corner

Arcade Edition to 2012 Update

CHANGE	EFFECT
CL. HP advantage on hit increased from -3 to -2, pushback reduced	—
CR. LK hitbox extended forward	No longer whiffs in unusual cases
CR. HK stun increased from 100 to 150	—
Tenkukyaku hitbox extended downward	Hits crouching opponents more reliably
Yosokyaku can be activated with ↖ + MK in addition to ↑ + MK	More leniency making it easier to activate right off the ground
EX Hyakuretsukyaku moves forward more	Makes corner juggle combos more reliable
HK Spinning Bird Kick damage from 30x9 to 40, 20x8, first hitbox expanded forward and downward	Now fully connects when canceled from CL. HP
Ultra II startup reduced from 10 frames to 9, damage increased from 330 to 365	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Vitality increased from 900 to 950	—
Rear Spin Kick hitbox expanded, startup reduced from 12 frames to 10, active frames reduced from 4 frames to 3, recovery increased from 15 frames to 16	Works more consistently as anti-air
Yosokyaku all 3 hits hitbox expanded forward and downward	Works more reliably in combos
LK Spinning Bird Kick knocks down on 5th hit, damage changed from 32 per hit to 20 per hit, stun changed from 36 per hit to 20 per hit, recovery reduced from 12 frames to 10	Removes loop combo on Dhalsim
HK Spinning Bird Kick knocks down on 9th hit, damage on 9th hit changed from 20 to 30, stun on 9th hit changed from 20 to 30, recovery increased from 12 frames to 16	Now works well as a combo ender allowing Chun-Li to set up post knockdown offense
EX Spinning Bird Kick hitbox slightly expanded upward	Less likely to be beaten when used as anti-air
EX Kikoken now causes knockdown on hit	Can no longer be used as a combo starter
EX Hazanshu now armor breaks	—
Ultra I floats opponents lower on hits 2 through 7, on hits 2~9 damage reduced from 30 to 20	Early hits more reliably land on juggled opponents
Ultra II gains invincibility on one additional frame	Now first active frame is invincible allowing it to not trade against active attacks

LONG RANGE

Chun-Li's primary long-range tool is her Kikoken. You ideally want to throw long-range Kikokens at a distance where your opponent cannot punish you with a jump-in. Since mid-range is ideal, you want to use long-range Kikokens as a mechanism to transition to mid-range. The MP Kikoken is optimal since, upon recovering from the Kikoken animation, the MP Kikoken will be the closest to Chun-Li, thus allowing you to walk behind it for the greatest effect. If the opponent simply blocks the Kikoken, this is good because you are dealing chip damage, gaining meter, and maintaining frame advantage to either perform another one or to press your offense. Opponents will eventually jump the Kikoken at some point. Should the opponent jump at you, ST. HP and ST. MK are both great options at the ranges where the tip of the attack will hit. ST. HK is your longest-reaching poke and is best performed when an opponent thinks they can safely neutral jump your Kikoken. One of the most rewarding anti-air options is your CR. HK because it causes a hard knockdown. If you find yourself heavily engaged in throwing Kikokens at long-range, it is important to not push yourself into the corner, since this is where Chun-Li struggles the most defensively. You can use your CR. HP to move forward while maintaining a back charge to not give up too much space; however, if you know that an opponent will jump the Kikoken, this gives you less time to anti-air and less time to walk behind the Kikoken. To maintain distance, you can also simply go to a down back charge or whiff jabs to maintain a charge. The plus side of whiffing jabs is that it can induce twitchy opponents to take action because they may think you are going to throw another fireball or some other attack.

Your goal is transition to mid-range, so perform these maneuvers to keep charge after you've walked forward behind Kikoken and recognized that your opponent has not done something punishable, or as you are walking back to a more comfortable position and want to wait to see what your opponent will do while maintaining a charge.

If you've dissuaded your opponent from jumping at you, they may choose to walk forward; in this case, your ST. HK can nail an opponent as they are moving forward. If an opponent chooses to Focus dash through your Kikoken, you are ideally moving behind the projectile, so you can punish the dash cancel forward with a sweep, or a dash cancel back with ST. HP or ST. HK. If the opponent preemptively Focus Attacks, you can hit them with a surprise fast-moving two hit EX Kikoken.

When engaged in a projectile war, look to RH Hazanshu over projectiles and convert into Combo III. If you have a Hosenka available, a raw Ultra Combo is an excellent reactionary punish for opponent's projectiles from a very long range. A smart opponent will not want to throw projectiles when you have charge, so pay attention to how they react to you losing your charge. At full screen with charge where Hosenka won't reach, you can anticipate a projectile with a dash forward. Should the opponent throw a projectile thinking they were out of Hosenka range, you can react with Hosenka. The trick to doing this is to treat the dash forward as the first forward in the Hosenka input motion and simply finish the motion should you see a fireball. Since Chun-Li has a floaty jump ↖ + HK is also an option to more safely traverse fireballs from the air.

MID-RANGE

Chun-Li has the most powerful tools at mid-range. A keystone of your mid-range game is Chun-Li's ST. MP. The beauty of this move is not only in the range of it, but also the quick recovery. Furthermore, since Chun-Li's body is far back in her stance when executing this punch, it is very difficult for some characters to whiff punish and downright impossible for others. You should liberally walk forward and use ST. MP until the opponent has shown a propensity to do something about it. Pushing the enemy back with multiple blocked ST. MP is no small victory for Chun-Li because it moves her away from the corner where she is at her weakest, and moves the opponent towards the corner where Chun-Li can get enhanced juggle damage through EX Spinning Bird Kick and Hosenka. If the opponent is trying to whiff punish or stick out a move to beat the ST. MP before its startup, you should pick moments to simply pause and maintain charge. If an opponent throws out a normal attack of their own, you can whiff punish with a CR. HK to knock down your opponent, or if the opponent is too far away for this, you can whiff punish with ST. HP or another ST. MP. Using a ST. LP to maintain charge here is a good idea too.

You are maintaining a charge at the desired distance, and the opponent, in trying to punish ST. MP, will be likely to react to just about any button press, so you can use this as a way to induce action from the opponent and punish. If a ST. LP happens to make contact with the opponent, you can combo into ST. HP or on counter hit a CR. HK.

When engaging in a footsie battle, a core component is movement. By walking forward, you are inducing an opponent to press buttons, so pay attention to how far you can walk forward before this happens. By walking forward and pressing ST. MP, you are presenting a threat that is hard to overcome on the ground and that can inspire hesitation; thus, you can freely walk forward and initiate up-close pressure should the opponent be overly passive. Many opponents will stick out their most effective button once you enter that range, and because of Chun-Li's fast walk speed, you can dance in and out of this range with ease and whiff punish attempts to stop you from walking forward with a CR. HK.

If an opponent is really focused on whiff punishing you, they are typically not ready for Kikoken because whiff punishing takes a lot of mental attention. At mid-range, think of your Kikoken as just another good poke since at this range it is hard for an opponent to react to like a traditional fireball before it reaches them.

Once your opponent has grown frustrated with trying to contend with Chun-Li's tools on the ground, the opponent might be looking to jump, so implement pauses into your game when you note an opponent is prone to jump. This is particularly important since the easiest way to circumvent the ground game (which is your character's strength!) is to jump in unchallenged. Of note is that using a ST. LP to bait an opponent amounts to the equivalent of a pause since it will also let you react to a jump attempt with a ST. MK, air-to-air target combo into Combo VI, neutral jump HK, or CR. HK.

If you notice inaction from your opponent during this pause, you can take the opportunity to walk in and pressure, or to ST. MP ▷ Kikoken. If you notice that an opponent is trying to circumvent the ground game by using Focus Attack to absorb a hit and dash in or to perhaps crumple a ST. MP or CR. HK, you can use a quick 2-hit EX Kikoken or EX Hazanshu. If you happen to have charge, canceling a ST. MP into Kikoken is typically effective. Should the opponent be looking to Focus Attack absorb a Kikoken, you typically recover fast enough to hit them out of the dash with a ST. MP. You can also use your own Focus Attack to absorb hits at mid-range, or simply do it during moments of hesitation where you think your opponent will block it. A very strong aspect of Chun-Li's Focus Attack is that it is +1 frame on block even at level 1, which puts you in the opponent's face safely with offensive priority.



CLOSE RANGE

At close range, Chun-Li is threatening in large part because of her very plus frame CR. LP and her far-reaching throw. CR. LP or CR. LK on hit can lead to Combo I or II, and on block it is +6. Since you can chain these moves or stagger them due to heavy frame advantage, this creates a situation where the opponent is predisposed to block. At this point, you can walk forward and continue pressure with another CR. LP or a throw. Chun-Li's throw has tremendous range, and she can reach that range quickly due to her fast walk speed. Should you land a throw, you can dash forward and time a cross-up LK or use a ← + HK on the opponent's wakeup. Once an opponent recognizes the threat of Chun-Li's throw, you can catch an opponent easily with a counter hit CR. LP, or if the opponent's tech timing is later so that you can walk right up in their face, a counter hit ST. HK which leads to Combo IV or VIII. If you have a keen eye, you can also link a CR. HK off of any of your jabs that happen to counter hit. An alternative to trying to frame trap the opponent, which takes very precise timing, is to walk slightly backwards when you think they are going to press a button and then whiff punish with CR. HK. Should the opponent not press a button, you then have enough charge to ST. MP ▷ Kikoken, or to quickly walk forward and go back to applying pressure. Another option that beats throws and lows is to simply Hazanshu, and should it hit, go into Combo III.

A common situation that warrants explaining and illustrates the crux of Chun-Li's offensive game plan is if the opponent blocks your level 1 Focus Attack, leaving you at +1 frame at point-blank range. Here, a throw will beat any normal move an opponent will throw out, given that the fastest normal is 3 frames. If the opponent attempts to tech the throw, your CR. LP will hit the opponent since your 3-frame move makes contact 2 frames after the opponent can act (given that they can't act until 1 frame after you, since you are at +1). This will cause an opponent to have to resort to more risky options, such as a punishable invincible attack or backdash. While this is a common situation, you should keep this strategy in mind whenever you are at +frame advantage.

Chun-Li's offense may seem simple, but your success is predicated on knowing when your opponent will press buttons. If you make your opponent block an attack at close range and you did not convert into damage, adjust your timing accordingly. For example, if your opponent blocked your frame trap, walk forward more and perform it later; and if you were hit out of your frame trap or walk forward throw attempt, then press buttons sooner. Should you face a character who excels at close ranges, you can easily push your opponent to the more favorable mid-range by going into a block string and ending it with a ST. MP.

On defense, Chun-Li has more difficulty at close ranges. Your backdash and Focus backdash can be used to great effect to escape and build range between you and your opponent. Many characters have a hard time punishing this; however, if an opponent reads a backdash, they can walk forward and punish. In the corner, your backdash loses its effectiveness because there is nowhere to move. A common pitfall that causes Chun-Li to end up in the corner is an overreliance on her backdash, so be wary of your position on the stage. EX Spinning Bird Kick is Chun-Li's only invincible move outside of her Super Combo and Ultra Combos. On block, Ex Spinning Bird Kick is highly punishable, so be careful if your opponent is trying to bait it. If you've made your opponent hesitant to press their offense due to them trying to punish backdash or EX Spinning Bird Kick, or by using a later crouch tech timing that requires them to act later to frame trap, then this opens up the possibility of using a throw or CR. LP on defense to regain offensive momentum in the face of a dire defensive situation. If an opponent jumps at you to cross-up at this range, you can nail them with a jump back HK or an air throw. If you have a down charge, EX Spinning Bird Kick is also a great option. Dealing with dive kick type characters is also quite difficult for Chun-Li. Timing a normal to anti-air can be risky, as dive kicks can be performed at variable timings during the jump. It is best for Chun-Li to attempt to backdash and walk out of the range where dive kicks are most effective.

Combos

I. CR. LK ▷ CR. LK ▷ CR. LK and then combo either:

EX Hyakuretsukyaku
168 damage, 245 stun
EX Hyakuretsukyaku, ↓ ↓ + P P P
244 damage, 245 stun
Near corner, EX Hyakuretsukyaku, charge ←, → ← → + K K K
358 damage, 245 stun

Chun-Li's bread-and-butter combo off of a CR. LK should you have a bar of meter. This combo puts the opponent in a juggle state, allowing for potentially damaging follow-ups. If you have your opponent in the corner, you can add an EX Spinning Bird Kick after the EX Hyakuretsukyaku for additional damage. Note that Hosenka can also be used if the opponent is near the corner

II. CR. LK ▷ CR. LP ▷ CR. LP ▷ ST. LP and then link into:

ST. HP
158 damage, 295 stun
ST. HP, with ↩ charge, →↩→ + HK

Chun-Li's bread-and-butter combo should you not have meter for EX Hyakuretsukyaku. CR. LK as a combo starter and CR. LP can be used interchangeably. Going into a ST. HP off of a stray ST. LP is also very useful. Should you have four bars of meter, Chun-Li's super combo can add sizeable damage.

III. ↩ + HK and then combo either:

CR. LK ▷ Hyakuretsukyaku, ↓↓ + P P P
257 damge, 370 stun
Red Focus Cancel, CR. HP (one hit) ▷ holding down charge ↑ + MK
345 damage, 472 stun

Chun-Li's combo off of a Hazanshu. Look for opportunities to go over fireballs and low attacks to land this combo. After the Red Focus cancel, you can alternatively go for Combo IV or Combo V.

IV. CL. HK ▷ HK Hyakuretsukyaku, CR. LP, ST. HP

246 damage, 500 stun

A good combo should you land a CL. HK . This has applications up close, as CL. HK is a great move to frame trap with. Should you land a jump attack or Focus Attack, this is also a good option for damage. Like in Combo II, if you have a Senretsukyaku stocked, you can link into that for additional damage.

V. CR. HP (one hit) ▷ HK Hyakuretsukyaku, MK Hyakuretsukyaku, CR. HK

221 damage, 405 stun

A combo that leads to a knockdown. Similarly to Combo IV, this is a good combo to convert into off of a jumping normal or a Focus Attack.

VI. Against an airborne opponent, jump forward HP ▷ HP then combo into either:

Jump forward ↑ + MK, ↑ + MK, ↑ + MK
236 damage, 305 stun
↓↓ + P P P
364 damage, 200 stun
In the corner, holding a down charge ↑ + K K
246 damage, 408 stun

Chun-Li's combo options should you land an air-to-air target combo. Pick moments where you notice your opponent is particularly prone to jumping, since these high damaging combos are definitely more preferential than her single hitting anti-airs (but they take keen reactions to perform effectively). In order to hit all three stomps, it is best to dash forward after you land from the target combo and to then stagger the last 2 stomps.

VII. ↖ + HK, CR. HP (one hit), ▷ while holding a down charge ↑ + HK

319 damage, 514 stun

An easier combo option should you wish to forgo the more complicated Hyakuretsukyaku combos. Spinning Bird Kick deals high damage and stun and also causes a knockdown, so it's a good ender to consider.

VIII. Counter hit ST. HK ▷ ↩ + MK, CR. LK ▷ EX Hyakuretsukyaku

343 damage, 545 stun.

Should you land a counter hit ST. HK , this allows you to cancel into a Hazanshu for a very damaging high stun combo. MK Hazanshu is preferential here since LK Hazanshu does less damage and pushes the opponent out prohibitively far sometimes, while HK Hazanshu will go over some characters. Look to frame trap the opponent with a ST. HK and have a Hazanshu motion buffered and ready to go should you see a counter hit indicator on the screen. You can also Red Focus cancel the Hazanshu, like in Combo III, for additional damage.

IX. Jump forward HK, CR. MK,CR. LP, CR. MK ▷ while holding back charge → + P P, FADC, ↓↓ + P P P

426 damage, 470 stun

A stylish combo that utilizes the new property of Chun-Li's EX Kikoken, putting the opponent into a juggle state. Note that there is always an option, should you land an EX Kikoken at the proper distance, where FADC Kikosho will hit.

CODY

First Appearance: *Final Fight* (1989)



Data

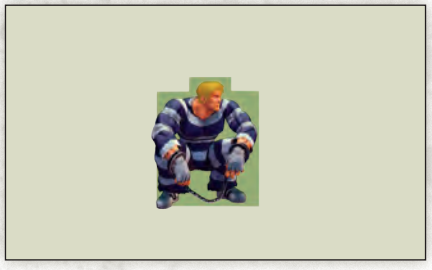
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	1050	A
Forward Walk Distance Per Frame	0.0425	B-
Backward Walk Distance Per Frame	0.024	C-
Dash Duration in Frames	18 frames	B+
Dash Distance	1.0992	C-
Backdash Duration in Frames	8 invincible, 6 airborne, 13 recovery (27 total)	C
Backdash Distance	0.85462	D+
Pre-jump Frames	4 frames	A
Jump Duration in Frames	38	C+
Diagonal Jump Distance	1.76687	C

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	8
ON HIT	+7
ON BLOCK	+4
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	13
ON HIT	+6
ON BLOCK	+1
CANCEL	SP, SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	6
ON HIT	+4
ON BLOCK	+1
CANCEL	—

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	6
RECOVERY	17
ON HIT	-1
ON BLOCK	-5
CANCEL	SU

NOTES —

LP near opponent with knife



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+6
ON BLOCK	+2
CANCEL	CH

NOTES 5 chip damage on block, juggle potential 3, causes juggled opponent to air recovery on hit

MP near opponent with knife



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 40
STUN	50, 50
STARTUP	6
ACTIVE	2, 2
RECOVERY	10
ON HIT	+4
ON BLOCK	+0
CANCEL	SU

NOTES 4 chip damage on block per hit, only cancelable on 1st hit, juggle potential 3, causes juggled opponent to air recovery on hit

HP near opponent with knife



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	17
ON HIT	+3
ON BLOCK	-2
CANCEL	SU

NOTES 10 chip damage on block, juggle potential 3, causes juggled opponent to air recovery on hit

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	17
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	4
RECOVERY	8
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	5
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	10
ACTIVE	5
RECOVERY	15
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES —

LP with knife



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+6
ON BLOCK	+2
CANCEL	CH

NOTES 5 chip damage on block, juggle potential 3, causes juggled opponent to air recover

MP with knife



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 40
STUN	50, 50
STARTUP	6
ACTIVE	2, 2
RECOVERY	10
ON HIT	+4
ON BLOCK	+0
CANCEL	SU

NOTES 4 chip damage on block per hit, only cancelable on 1st hit, juggle potential 3, causes juggled opponent to air recover

HP with knife



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	17
ON HIT	+3
ON BLOCK	-2
CANCEL	SU

NOTES 10 chip damage on block, juggle potential 3, causes juggled opponent to air recover

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	5
ON HIT	+6
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	10
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	16
ON HIT	+4
ON BLOCK	-1
CANCEL	SP, SU

NOTES Forces stand

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	4
RECOVERY	8
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	7
RECOVERY	13
ON HIT	-1
ON BLOCK	-3
CANCEL	—

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	24
ON HIT	—
ON BLOCK	-9
CANCEL	—

NOTES Hard knockdown

Crouching LP with knife



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	3
ACTIVE	4
RECOVERY	7
ON HIT	+3
ON BLOCK	+0
CANCEL	CH

NOTES 5 chip damage on block, juggle potential 3, causes juggled opponent to air recover

Crouching MP with knife



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	SU

NOTES 8 chip damage on block, juggle potential 3, causes juggled opponent to air recover

Crouching HP with knife



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	12
ON HIT	+7
ON BLOCK	+2
CANCEL	SU

NOTES Forces standing, 10 chip damage on block, juggle potential 3, causes juggled opponent to air recover

VERTICAL JUMP NORMAL MOVES

Upward jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~3f lower body projectile invincibility

Upward jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~5f lower body projectile invincibility

Upward jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	8
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES Hard knockdown against aerial opponents, 1~7f lower body projectile invincibility, juggle potential 1

Upward jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile invincibility

Upward jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile invincibility

Upward jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~7f lower body projectile invincibility

Upward jumping LP with knife



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~3f lower body projectile invincibility, 5 chip damage on block

Upward jumping MP with knife



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile invincibility, 8 chip damage on block

Upward jumping HP with knife



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	6
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~7f lower body projectile invincibility, 10 chip damage on block

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	9
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	8
ACTIVE	11
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility

Angled jumping LP with knife



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility, 5 chip damage on block

Angled jumping MP with knife



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility, 8 chip damage on block

Angled jumping HP with knife



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility, 10 chip damage on block

NORMAL THROWS

Prisoner Throw deals the largest amount of stun damage, so use it over Bad Stomp when this is more important. Prisoner Throw leads to a basic cross-up setup: walk forward a step and jump forward with jumping HP to hit the opposing character from the front, or walk further forward and do jumping MK to hit their back. After Bad Stomp, a common safe jump against 5-frame reversals is to hold ↷ as soon as you recover from the throw. Come down with jumping HK while holding ↶ to block a reversal. You can also buffer in an EX Zonk Knuckle release as jumping HK is blocked. If the opponent backdashes against the jump attack, there's no hitstop to swallow up your EX Zonk Knuckle release command, so EX Zonk Knuckle comes out to punish the backdash. If your opponent does block (or get hit by) your jumping attack, EX Zonk Knuckle doesn't come out. If meter isn't available, MK Ruffian Kick or even Last Dread Dust can be option-selected here instead. Beware, of course, that your foe can use delayed wakeup to throw your setup timing off. If this occurs, land and do a quick attack to meet the opponent as they rise.



Prisoner Throw LP + LK

DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.003

Bad Stomp ↶ + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.985



FOCUS ATTACKS

Cody's Focus stance leans backwards, causing some attacks to miss against it. This makes it ideal as a counter to dominant mid-range attacks. It has enough range to reach an opposing character from just outside of close range, so canceling into EX Red Focus from max range CR. LK ▷ ↺ + HP (1 hit) works. This whiff punish, though expensive, can lead directly into Ultra I or II. If the -2 frame disadvantage you're left at after dash canceling a Focus Attack worries you, cancel into backdash instead. A Focus that crumples your target can still be taken advantage of from afar with → + HK into a ↓ + MK juggle.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	64
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

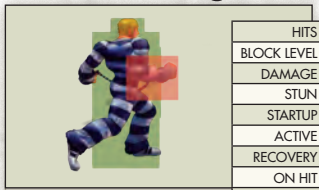
Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	64
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

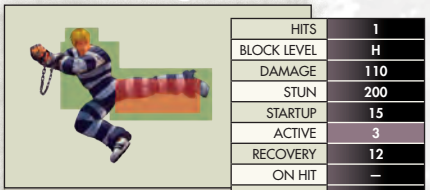
Stomach Blow → + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	12
ON HIT	+6
ON BLOCK	+1
CANCEL	–

NOTES Juggle potential 1

Crack Kick → + HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	15
ACTIVE	3
RECOVERY	12
ON HIT	–
ON BLOCK	+1
CANCEL	–

NOTES 8~27f airborne, goes over crouching opponents, juggle potential 1, puts opponent into limited juggle state

Jaw Crusher ← + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	13
ON HIT	+5
ON BLOCK	-1
CANCEL	–

NOTES –

Stomach Blow: A lunging punch with great range, Stomach Blow leaves you with frame advantage on guard or hit. It's typically used to move back into close range after a failed combo opening, or to move in when your opponent's guard drops from mid-range. Although this leaves you at +1 on guard, Cody's main combo opening of crouching LP is a 4-frame move, which will only trade with other incoming 3-frame attacks. Occasionally do crouching LK (3-frame startup) instead after Stomach Blow to condition your opponent into not hitting buttons as soon as possible, so you can fall back on better openings.

Crack Kick: The long-reaching Crack Kick is an unusual move. It's primarily used as a hard counter to backdashes, but it can also catch the starting periods of upper-level attacks, or be used to punish their recovery on whiff (though Crack Kick's slow startup makes this difficult). However, Crack Kick whiffs against all crouching opponents and attacks. Although seemingly problematic, the total amount of time it takes for the kick to strike and recover is short, allowing you to quickly approach the opponent without the worry of being struck by crouching attacks, which Crack Kick avoids. If the enemy happens to accidently stand as you do it, they'll either be struck or they'll guard it. In either case, you're left with a positional advantage (it's +1 on guard). To stop Crack Kick, they must interrupt its startup, or crouch under it initially then immediately perform a fast throw or attack just as Cody lands. Use Crack Kick as a slower dash that's less vulnerable to an incoming assault.

Jaw Crusher: This uppercut is used only as an anti-air attack, a job it performs beautifully. It beats absolutely everything while recovering rather quickly, giving you ample time to dash forward after the hit to move into close range. Use it whenever HK Ruffian Kick's startup period and command are a liability.

Hammer Hook: Compared to most overheads, Hammer Hook's heavy damage and range make it one of the better high-hitting attacks available in *USFIV*. The fact that it hits twice means it isn't susceptible to normal Focus Attacks; if it counter-hits a Focus, link afterwards into CR. LK ▷ ↺ + HP. Unfortunately, it's extremely punishable when blocked, and leaves you at -1 even if it hits a crouching enemy. Save it for ending rounds when your foe's stamina is low so momentum isn't lost.

Hammer Hook → + HP



HITS	2
BLOCK LEVEL	H
DAMAGE	40,60
STUN	50,50
STARTUP	18
ACTIVE	1, 3
RECOVERY	21
ON HIT	+3
ON BLOCK	-4
CANCEL	–

NOTES -1 on hit against crouching opponents

Bad Spray During soft knockdown, ↑ + P



HITS	2
BLOCK LEVEL	HL
DAMAGE	30,30
STUN	50,50
STARTUP	16
ACTIVE	6, 6
RECOVERY	30
ON HIT	–
ON BLOCK	-14
CANCEL	SU

NOTES Projectile hitbox, soft knockdown

Bad Spray: In a vicious display of criminal trickery, Cody throws dust into his foe's eyes. Bad Spray can only be done whenever you've suffered a soft knockdown (one that allows quick standing). Bad Spray is not invincible, but because it causes Cody to stand faster than usual with an attack, it can throw off your opponent's wakeup attack timing. More importantly, this thwarts some safe jump setups against Cody. The second hit can be Focus canceled, allowing you to juggle afterwards with Ultra I on a hit.

Bad Spray must be used cautiously because of its extreme frame disadvantage when blocked, but when used in concert with quick standing on soft knockdowns, delayed wakeup on hard knockdowns, and reversal Zonk Knuckle on wakeup, you can make any attacker's life difficult.

Fake Bad Stone: Cody picks up a rock without throwing it, mimicking the starting period of Cody's Bad Stone. Use this to lure players into jumping when they're wary of Bad Stone. When they take the bait, knock them out of the sky. This doesn't work if the enemy matches a stone with an EX projectile of some sort, which will catch even the fake stone's recovery.

Fake Bad Stone

+ HP + HK



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	32
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Can be activated with negative edge

Pick Up Knife

Near knife + LP + MP + HP



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	27
ON HIT	–
ON BLOCK	–
CANCEL	CH

NOTES Any special cancelable move can be canceled into Pick Up Knife, can be chained into chainable attacks from 15f until recovery

Fake Knife Throw

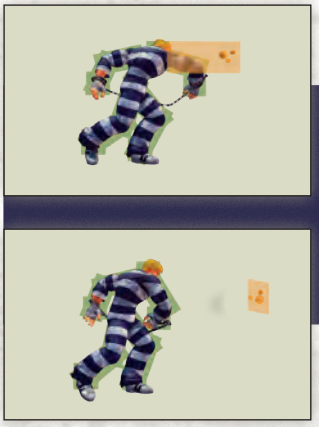
+ HP + HK with knife



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	32
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Can be activated with negative edge

SPECIAL MOVES



LP Bad Stone

+ LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	150
STARTUP	29
ACTIVE	16
RECOVERY	17
ON HIT	+8
ON BLOCK	+4
CANCEL	SU

NOTES Lasts 16f

MP Bad Stone

+ MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	150
STARTUP	29
ACTIVE	20
RECOVERY	18
ON HIT	+6
ON BLOCK	+2
CANCEL	SU

NOTES Lasts 20f

HP Bad Stone

+ HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	150
STARTUP	29
ACTIVE	27
RECOVERY	18
ON HIT	+4
ON BLOCK	+0
CANCEL	SU

NOTES Lasts 27f

Bad Stone: Cody's rock throw is used in combination with Fake Bad Stone to mount a ranged attack. The distance the rock travels is dependent on the strength used: LP flies only a short distance before falling in front of Cody, MP flies a moderate distance, and HP travels most of the playing field before falling. The greater the button strength, the longer Cody's recovery period is. Bad Stone has a long and telegraphed wind-up, but recovers quickly after the stone's release. It usually leaves you at a frame advantage on guard, which grows larger the later the stone hits during its transit. Always adjust the button strength used according to the opponent's position: use the LP version only at mid-range, and MP and HP from longer distances. You can hold the punch button for Bad Stone's command to delay the rock's release. If held for the longest possible duration, the stone's damage increases. If done from a distanced position where their jump can't land on top of you, this can bait a player into jumping, and then landing on a charged Bad Stone.



NOTES Lasts 24f, 1st hit juggle potential 2, 2nd hit juggle potential 2

EX Bad Stone

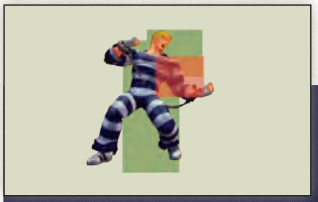
+ P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 50
STUN	100, 100
STARTUP	24
ACTIVE	24
RECOVERY	16
ON HIT	+15
ON BLOCK	+8
CANCEL	SU

EX Bad Stone hits twice, allowing it to pass through any projectile that doesn't hit multiple times. It leaves you at a whopping +8 on guard, and gives you ample time to stage the follow-up attack of your choice. Even though you usually can't cancel into it for a combo, crouching HP ▷ + P P does combo on a counter hit. If you're good at getting people to hit buttons, this can potentially lead to Combo VIII, which inflicts massive damage.

Criminal Upper: This is strictly used in combos. The button strength determines the damage dealt and its recovery. LP deals the smallest damage while having little recovery, MP has moderate recovery and damage, and HP inflicts the heaviest damage and is extremely punishable on guard. Use HP Criminal Upper in combos when you're certain it'll connect. Use the LP version when you're uncertain of a hit, like in situations where you aren't in range for a verifiable combo. Do this rarely and only when you aren't directly next to the enemy, since the disadvantage of -5 is still punishable by light attacks and fast medium attacks. Its level of safety is determined by the matchup you're in. EX Criminal Upper is invulnerable to strikes and also comes packed with a lot of juggle potential. It's useful as an optional alternate reversal to EX Zonk Knuckle when you need to blow through and punish a quick-recovering attack.

You can Focus Attack dash cancel and link after every version of Criminal Upper (+4 on hit, -2 on guard). The link afterwards is a difficult 1-frame link, but it can help you lead into a combo that nearly stuns the target if they're on the brink. Despite a Criminal Upper ▷ FADC being -2 on guard, players expecting its multiple hits can be thrown off by FADC followed by a throw.





LP Criminal Upper

↺ + LP

HITS	4
BLOCK LEVEL	HL
DAMAGE	80, 20X3
STUN	70, 30X3
STARTUP	13
ACTIVE	2 (1) 14
RECOVERY	22
ON HIT	–
ON BLOCK	-4
CANCEL	SU

NOTES 1st hit forces standing, soft knockdown, limited juggle state, 3rd hit juggle potential 1, 4th hit juggle potential 2

MP Criminal Upper

↺ + MP

HITS	5
BLOCK LEVEL	HL
DAMAGE	70, 20X4
STUN	70, 30X4
STARTUP	13
ACTIVE	2 (1) 20
RECOVERY	23
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES 1st hit forces standing, soft knockdown, limited juggle state, 3rd hit juggle potential 1, 4th hit juggle potential, 5th hit juggle potential 3

HP Criminal Upper

↺ + HP

HITS	6
BLOCK LEVEL	HL
DAMAGE	60, 20X5
STUN	70, 30X5
STARTUP	13
ACTIVE	2 (1) 20
RECOVERY	28
ON HIT	–
ON BLOCK	-10
CANCEL	SU

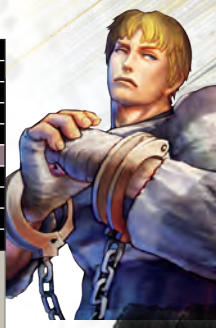
NOTES 1st hit forces standing, soft knockdown, limited juggle state, 3rd hit juggle potential 1, 4th hit juggle potential, 5th hit juggle potential 3, 6th hit juggle potential 4

EX Criminal Upper

↺ + P P

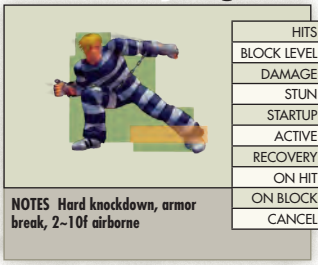
HITS	7
BLOCK LEVEL	HL
DAMAGE	60, 20X6
STUN	70, 30X6
STARTUP	7
ACTIVE	2 (1) 12
RECOVERY	30
ON HIT	–
ON BLOCK	-11
CANCEL	SU

NOTES 1~6f strike invincible, 1st hit forces standing, soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4, 5th hit juggle potential 5, 6th hit juggle potential 6, 7th hit juggle potential 7



CODY

LK Ruffian Kick ↺ + LK



HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	150
STARTUP	15
ACTIVE	8
RECOVERY	20
ON HIT	–
ON BLOCK	-7
CANCEL	–

NOTES Hard knockdown, armor break, 2~10f airborne

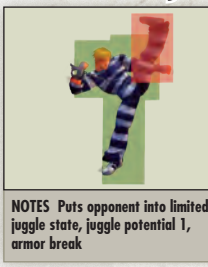
MK Ruffian Kick ↺ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	100
STARTUP	11
ACTIVE	4
RECOVERY	25
ON HIT	–
ON BLOCK	-8
CANCEL	–

NOTES Soft knockdown, armor break, 2~70f airborne, juggle potential 1

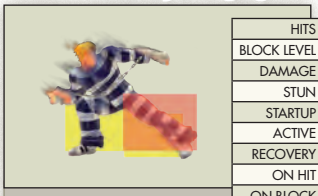
HK Ruffian Kick ↺ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	7
ACTIVE	13
RECOVERY	27
ON HIT	–
ON BLOCK	-19
CANCEL	SU

NOTES Puts opponent into limited juggle state, juggle potential 1, armor break

EX Ruffian Kick ↺ + K K



HITS	1
BLOCK LEVEL	L
DAMAGE	130
STUN	150
STARTUP	11
ACTIVE	7
RECOVERY	25
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Hard knockdown, armor break, 2~7f airborne, 11~17f lower body projectile invincible, 11~20f upper body strike invincible, juggle potential 1, knocks enemy higher into the air during aerial hit

Ruffian Kick: Each strength of the Ruffian Kick is a completely different move. The LK variant is a low slide kick that causes a hard knockdown on hit. Outside of being a rare replacement for Criminal Upper in combos, it's used in combination with Bad Stone to mount a ranged attack. It's safe on guard if it makes contact at the tail end of its active frames, meaning the further away you use it, the less vulnerable it is. MK Ruffian Kick is the fastest version and is best used as a counter to Focus at mid-range, and as a means of juggling the enemy in short combos. The HK variant is a high priority anti-air attack. Although it has no invulnerability, it will beat or trade hits with anything as long as it becomes fully active just before the enemy's air strike makes contact. It's also used to start juggle combos off of ground hits, though the opponent must be standing for it to hit. EX Ruffian Kick is an upgraded version of the LK version, which is faster and invulnerable to projectiles. It also causes an extra-long hard knockdown on hit, a property used for ambiguous corner cross-up setups.



Lvl 1 Zonk Knuckle Charge P 60f, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	16
ACTIVE	3
RECOVERY	26
ON HIT	–
ON BLOCK	-8
CANCEL	FC

NOTES 1~12f upper body invincibility, soft knockdown, juggle potential 1, armor break

Lvl 2 Zonk Knuckle Charge P 90f, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	17
ACTIVE	3
RECOVERY	26
ON HIT	–
ON BLOCK	-8
CANCEL	FC

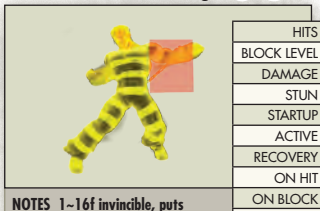
NOTES 1~14f upper body invincibility, soft knockdown, juggle potential 1, armor break

Lvl 3 Zonk Knuckle Charge P 120f, release

HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	18
ACTIVE	3
RECOVERY	26
ON HIT	–
ON BLOCK	-8
CANCEL	FC

NOTES 1~17f upper body invincibility, soft knockdown, juggle potential 1, armor break

EX Zonk Knuckle Charge P P 60f, release



HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 70
STUN	150, 100
STARTUP	16
ACTIVE	1, 2
RECOVERY	26
ON HIT	–
ON BLOCK	-7
CANCEL	SU

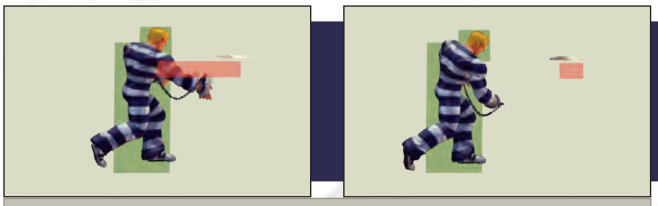
NOTES 1~16f invincible, puts opponent into limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, armor break

Zonk Knuckle: This hook punch has upper body invulnerability. It beats anything with a high profile, boasting enough range and invincibility to even pass through projectiles. EX Zonk Knuckle is fully invincible and is Focus cancelable on the first hit, leading to Combo VI while keeping you at a safe -1 disadvantage on guard. This is one of Cody's key methods of making a big comeback. Unfortunately, its slow wind-up makes it unable to catch the recovery of fast attacks it passes through. This becomes a problem when you're rising from a knockdown; if the enemy times a light attack to challenge your reversal, it'll recover before Zonk Knuckle connects. Save EX Zonk Knuckle to counter close-range normal moves with especially large recovery, backdashes, throws, or mid-range projectiles.

Since one or two punch buttons must be held to perform Zonk Knuckle, you're always losing access to one strength of punch attack. Manage this problem by only selecting a strength that isn't needed. For example, if you're getting up from a knockdown and you're considering using a reversal Zonk, don't use LP for the input. This leaves you free to escape an incoming throw if needed, or to counter delayed attacks with crouching LP. At mid-range it's best to leave MP open for ↩ + MP and ↪ + MP, so hold HP and LP for Zonk Knuckle/EX Zonk Knuckle.

Knife Pickup, Knife Attacks, and Knife Throw: The knife lying at the center of a stage can be picked up by standing over it and inputting ↓ + P P P. With knife in hand, all of Cody's punch attacks turn into slashes, improving their range and hitboxes drastically. These attacks also inflict chip damage and have a juggle potential of 3. His CR.LP even becomes a 3-frame move. Furthermore, Bad Stone changes to a knife toss that travels the full length of the screen. It grants a massive +7 frame advantage on guard and even breaks Focus armor.

Throw Knife
↓ + P with knife



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	26
ACTIVE	–
RECOVERY	20
ON HIT	–
ON BLOCK	7
CANCEL	–

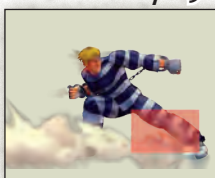
NOTES Counts as a physical attack, armor break, soft knockdown, puts opponent into limited juggle state

Note that the knife pick-up animation can be canceled into light attacks of any kind. This allows you to stop enemy attempts to thwart knife acquisition by canceling the pickup into crouching LK. The pickup animation itself can also be canceled into from any normal attack, allowing for combos that weren't possible before (Combo XII).

Cody drops the knife if he takes a hit, or if he performs a throw, Knife Throw, Focus, Ultra, or Super Combo. He also loses access to his invaluable → + MP. Save the knife for matchups where his normal mid-range options can't compete, like versus Adon and M. Bison. With the knife in hand, standing and crouching MP dominates the vast majority of ground attacks that give a knifeless Cody problems.

SUPER & ULTRA COMBOS

LK Dead End Irony ↓ ↓ + LK



HITS	7
BLOCK LEVEL	L, HLX6
DAMAGE	60, 45X5, 65
STUN	0
STARTUP	1+11
ACTIVE	9 (14) 3 (12) 3 (19) 7 (17) 6 (22) 3 (14) 7
RECOVERY	30
ON HIT	–
ON BLOCK	-16

NOTES 1~19f invincible, hard knock down, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4, etc.

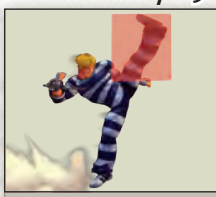
MK Dead End Irony ↓ ↓ + MK



HITS	7
BLOCK LEVEL	HL
DAMAGE	60, 45X5, 65
STUN	0
STARTUP	1+7
ACTIVE	9 (14) 3 (12) 3 (19) 7 (17) 6 (22) 3 (14) 7
RECOVERY	30
ON HIT	–
ON BLOCK	-16

NOTES 1~8f invincible, hard knock down, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4, etc.

HK Dead End Irony ↓ ↓ + HK



HITS	7
BLOCK LEVEL	HL
DAMAGE	60, 45X5, 65
STUN	0
STARTUP	1+7
ACTIVE	6 (24) 4 (11) 4 (18) 6 (17) 6 (22) 3 (14) 8
RECOVERY	29
ON HIT	–
ON BLOCK	-16

NOTES 1~13f invincible, hard knockdown, first hit whiffs crouching opponent, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4, etc.

Super Combo: Dead End Irony: Cody performs a multi-hit combo that leads with a Ruffian Kick. The button strength used changes the Ruffian Kick type that opens the Super. The HK variant works well as anti-air, while the LK version hits low. All types are invulnerable long enough to pass through a projectile. It's easy to cancel into Dead End Irony from any of Cody's normal attacks, or even the first hit of his Criminal Upper or HK Ruffian Kick. Sadly, Cody's defensive options on wakeup are incredibly weak, and since EX Zonk Knuckle ▷ FADC is his safest reversal option, it's best to conserve meter for that.

Final Destruction
↓ ↓ + P P P



HITS	12
BLOCK LEVEL	HL
DAMAGE	468
STUN	0
STARTUP	1+13
ACTIVE	2
RECOVERY	50
ON HIT	–
ON BLOCK	-29

NOTES 1~14f invincible, juggle potential 1, hard knockdown, armor break

Last Dread Dust
↺ ↺ + P P P

HITS	14
BLOCK LEVEL	HL
DAMAGE	23X7, 42, 45X4, 30, 53
STUN	0
STARTUP	1+7
ACTIVE	(24) 2 (12) 2 (14) 2 (12) 2 (22) 2
RECOVERY	47
ON HIT	–
ON BLOCK	-28

NOTES 1~17f invincible, hard knockdown, first 7 hits are projectiles, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4, etc.

Ultra I: Final Destruction: This improves the damage output of Cody's defensive options: any EX Zonk Knuckle, HK Ruffian Kick, or Bad Spray can lead to FADC into Ultra I for massive damage. This also means ground combos that lead into HK Ruffian Kick, which only work against standing opponents, also lead to Ultra I. Though this usually means you can only combo into it off of a direct opening (a missed Shoryuken, for example), the first hit of Combo III forces standing, giving you a verifiable opening that can be done anywhere. Final Destruction does have enough invulnerability to pass through attacks as a reversal, but you're better off saving it for verifiable openings.

Ultra II: Last Dread Dust: Cody kicks a multi-hit dust wave at his opponent before marching forward with strikes. The combination of the dust wave's range and Cody's invincibility makes it ideal for countering enemy projectiles or backdashes. It's also a supplement to Cody's close-range counter-hit game; you can verify and link directly into Last Dread Dust off of close MP, → + MP, or close HP if any of them counter hit. This is done by looking for and reacting to the "COUNTER HIT" prompt that appears in the corner of the screen. The same idea works if CR. HP ▷ ↓ + P P counter-hits as well. Also note that the multi-hit dust part of this Ultra inflicts massive guard damage, which is great for chip-KOing a low-vitality opponent.

Recommended Ultra Choice: Matchup Dependent

Final Destruction should be picked in matchups where defense is your main concern. Characters like Cammy, Rufus, Yang, and Yun have an aerial offense that can only be stopped with a perfectly placed HK Ruffian Kick, which can lead to FADC into Ultra I for heavy damage. Projectile characters, on the other hand, are easier to tackle with Ultra II.

Overview



PROS:

- His close-range frame trap game is flexible and extremely damaging
- Active attack range at close range is massive
- He can punish most mid-range attacks with 3-frame crouching LK
- A large selection of effective anti-air options
- Great jump speed and air attacks

CONS:

- His walk speed is extremely slow, weakening his ground game
- His reversal options, though varied, are slow and extremely vulnerable to vertical jumps
- Backdash doesn't cover much distance

Cody is a close-range character with a focus on counter-hit setups. His openings all have great frame advantage, and his active attack range up-close is large. To get in close, use Cody's ranged attacks (which are better than a typical brawler's) to control the enemy's position. Badger the enemy with Bad Stones to lure out jumps, control their mid-range attacks with crouching LK, and slip in under the radar with Crack Kick or dash to get close. With a little patience and smart decision-making, the charge into close range yields huge rewards.

Your objective playing Cody is to establish close range. You can achieve this objective by:

- Punishing a whiffed attack with crouching LK ▷ ↻ + MK
- Performing ↩ + MP, standing HK, or HK Ruffian Kick against a jumping foe
- Jumping over and punishing a ground attack
- Using ↪ + HK to leap over a crouching attack
- Passing through a projectile with EX Ruffian Kick or Zonk Knuckle

CODY'S TUNING HISTORY

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
CR. LK startup reduced from 4 to 3	The speed increase helps an already good move become an even stronger tool in footsies
↪ + HK no longer increases juggle count by 1 against grounded foes	Cody can now juggle off of Crack Kick the same as any ordinary limited juggle state rather than requiring a move with juggle potential 2 or higher
Range where Cody can pick up the knife increased	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
Forward walkspeed increased from 0.035 to 0.038	~10% walk speed increase, giving Cody more maneuverability during mid-range skirmishes
Diagonal jumping MP hitbox extended downward and forward	Harder to anti-air when jumping from far away
↪ + HP advantage on block changed from -6 to -4, advantage on hit increased from -1 to +1 on crouching opponent and +3 on standing opponent, can now be performed without dropping knife	Can now link a CR. LK on hit against standing opponent
MK Ruffian Kick hitbox extended forward	Will now successfully combo from maximum range CR. LK
EX Zonk Knuckle knocks opponents further back	—
Bad Spray now a 2-hit attack, now able to Super cancel	Can no longer be deflected with Focus, can now be Focus canceled for safety
ST. LP with knife advantage on hit increased from +5 to +6	—
ST. MP with knife changed to 2-hit attack	Now useful as an armor break attack
ST. HP with knife advantage on hit increased from +2 to +3	—
CR. MP with knife active frames increased from 2 to 4	—
CR. HP with knife startup reduced from 9 frames to 7	Better as anti-air
Diagonal jumping LP with knife active frames increased from 4 to 10	Gives Cody an approaching attack while jumping in
Diagonal jumping MP with knife hitbox extended downward and upward	Better at beating foes during an air-to-air exchange

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Forward walk speed increased from 0.038 to 0.0425	Walks even faster, now just slightly slower than average character walk speed of 0.045
Backdash distance slightly increased from 0.75 to 0.85462	Allows Cody to escape more easily
CR. MK advantaged changed from -3 to -1 on hit and from -6 to -3 on block	Aside from making the move safer in general, this change allows CR. MK to have maximum advantage of +5 on hit and +3 on block allowing for Cody to begin pressure off of a late hit
↩ + MP is now able to be counter hit during startup	—
↪ + HK now airborne starting on frame 8	Crack Kick will punish late throw attempts as well as go over lows, when hit during Crack Kick Cody will air recover if not knocked down or put into juggle state making Crack Kick a safer tool for approaching your opponent

2012 Update to *Ultra Street Fighter IV* cont.

CHANGE	EFFECT
Knife Throw now breaks armor	—
Knife ground attacks now have a juggle potential of 3	Ground knife attacks can be used in juggle combos
Zonk Knuckle can be Focus canceled	Allows Cody to make the move safe
When Bad Stone is held, stone is thrown immediately at button release	Cody is no longer able to be counter hit after releasing stone, stone comes out faster as well
LP Criminal Upper has less recovery on guard, disadvantage changed from -5 to -4	Safer on block allowing Cody to be completely safe from some ranges against most characters
EX Criminal Upper pushback on block reduced, now strike invincible until the frame before active	More easily punishable on block, no longer invincible to throws
HP Super changed how high it floats opponent	More likely to get all hits to connect
Ultra II damage reduced from 506 to 466, forward movement increased slightly	—

LONG RANGE

Cody's long-range objective is to find a way into mid- or close range, which is best done by luring out a jump and punishing it with ← + MP, standing HK, or HK Ruffian Kick. To do this, throw Bad Stones to control ground movement. When you believe they're looking to jump, do a fake Bad Stone to bait it out, and then punish the jump with HK Ruffian Kick (which can transition into Combo V if meter is available) or ← + MP. If a fake Bad Stone is too risky because of its lengthy animation, whiff standing LP instead to keep your intentions ambiguous.

LK Ruffian Kick can be done directly after any Bad Stone to stop the enemy from using Focus armor to deflect the stone. This also preemptively counters any action they take after immediately guarding Bad Stone, with the exception of jumping. As long as it's blocked from as far away as possible, LK Ruffian Kick usually leaves you at only a mild frame disadvantage on guard (anywhere from +1 to -2 if it connects at the tail end of its animation). This doubles as a high-risk attempt to move in; even though you're usually at a frame disadvantage, you can immediately threaten with EX Zonk Knuckle or EX Criminal Upper to thwart counter attacks. Again, the opponent stops this by dodging it with a vertical jump, leaving you open to a combo. Use this tactic only when you're certain they'll stay grounded.

Bad Stone's slow windup makes it impossible to keep up against the projectile offenses of Akuma, Ryu, Ken, Gouken, Sagat or Dhalsim, among others. To compensate, jump vertically over a projectile to slow their shot rate, or throw an early EX Bad Stone to punish your opponent without taking a big risk. If you're watching their actions closely, and if you're in range for it, you can also use EX Ruffian Kick to pass through a shot for a knockdown. Ultra II is also a projectile killer, but your reaction time has to be quick to land it.

MID-RANGE

Focus on controlling your opponent's mid-range attacks with crouching LK, the longest-reaching 3-frame low attack in *USFIV*. Its recovery is fast, making it impossible to counter with jumps and extremely difficult to whiff-punish. Use it to punish whiffed attacks, or preemptively stick it out directly in front of your foe (just out of range) so that incoming moves run into it. In either case, always buffer the command for MK Ruffian Kick as though you're canceling crouching LK into it. As long as you purposefully whiff it in front of your foe, the MK Ruffian Kick only comes out if crouching LK tags an extended limb that's incoming or recovering, scoring you a short combo and a knockdown.

Preemptively sticking out crouching LK is riskier than using it as a whiff punisher because it's susceptible to being countered if it misses, so walking backwards to avoid attacks is important. Unfortunately, Cody's poor walking speed leaves you open to long-reaching low attacks, which may catch you even if you try to back out of range. For example, Ryu's, Guy's, and Zangief's crouching HK are all difficult to back away from. To compensate for this problem, carefully manage your foe's position by using standing MK or crouching LK whenever the opponent moves into range. Use standing HK instead against larger characters that are reliant on standing moves, like Hugo, T. Hawk, and Zangief. These same characters also have a hard time clearing this attack by jumping, so do it often if you think one is coming.

Many upper-level strikes reach over crouching LK from a position not easily dealt with, like Guy's standing MK, Adon's standing HK, Ryu's standing MK, Sakura's standing HK, and Cammy's standing HK. Although difficult to time, use → + HK to punish these attacks on whiff (and juggle after it with ↓ + MK). You can also use a preemptive level two Focus Attack to counter them for heavy damage, though this comes with much risk. Crouching MK also slips under some of these attacks (like Adon's standing HK and Guy's standing MK).

If your foe walks backwards to avoid attacks, move forward and do crouching MK to catch them standing. In general, CR.MK is a great pressure tool, since it beats out high-profile attacks, is difficult to back away from, and is now safer on guard than it previously was.

Its frame data and animation are deceiving; despite Cody sliding forward, its hitbox doesn't actually move after the first active frame. In other words, you can't make it hit on a later active frame by doing it from a distance. It will always be -3 on guard. Doing it at a distance makes it safer to punishment because you're out of the range of most 3-frame attacks. When spaced well, you can occasionally do EX Zonk Knuckle to counter attacks done against this disadvantage. When they're wary of your counter, CR.MK can be done more often. Some adversaries will be content with guarding low. Stop this by walking forward and doing → + HP, or by dashing forward and going for a close attack (like a throw or Combo I, II, or III). When the enemy smells your approach, they may do a quick attack as they're backing up to counter the above options. The counter to this is to do an attack earlier than them. Another option is to do → + HK either to fly over a crouching attack, to catch the starting period of a standing attack, or to force a player walking backwards to block it (leaving you at a +1 frame advantage). Though punishable, it's extremely difficult to react to if it whiffs against a crouching enemy, while moving you into close range. You can plow through early attempts to attack your Crack Kick recovery by doing an immediate EX Zonk Knuckle. When your opponent is wary of that option, instead go for a throw or Combo I. Again, this can be reacted to and countered, but if they aren't looking for it, you'll get away scot-free.

Bad Stones can be thrown to make a foe's ground movement ineffective. They leave you at a frame advantage when blocked, giving follow-up actions a boost. If you suspect the enemy will walk forward or do an attack after guarding a stone, do → + HK to stop them. When they're afraid to act, throw another Bad Stone, or use the frame advantage to dash into close range. Projectiles may be thrown to match your stones. As always, a forward jump is the normal answer to this. If you guess incorrectly and they don't throw a projectile, come down with an early jumping HP, which has a shielding hitbox that may beat non-invincible anti-air attacks. Aside from jumping, you can also do Zonk Knuckle to pass through projectiles. Also be wary of jumps, and counter close jumps with ← + MP. Counter jumps from further out with standing HK.

Any jump you're certain of can be stopped with HK Ruffian Kick (into combo V or VI), but this must be done early to guarantee it beats their attack.

In matchups where Cody's ground game isn't effective (like when you're against Balrog, Vega, or Chun-li), equip the knife if you can get to it safely. Standing MP is your best general attack since it outright stops almost anything as long as it's fully extended. It also breaks Focus Attacks because of its dual hits. It slashes two ticks of chip damage every time it's blocked to boot, so it's threatening even when it isn't hitting.

Crouching MP has a low profile that's good versus high altitude strikes (like Zangief's standing MP). It also has the longest reach of any of his knife attacks. Throwing the knife breaks Focus Attacks when you're out of range for ST. MP. If the knife hits, juggle with an immediate EX Ruffian Kick (and then EX Criminal Upper if you're near a corner). If your opponent jumps when you have the knife, hit them with crouching HP for heavy damage. Combine these attacks with crouching LK, which is still a great poke with the knife in hand, to further improve his mid-range game.



CLOSE RANGE

Your goal playing Cody is to fish for counter hits. This is done by pressuring the opponent with Combo I on their wakeup or after a blocked jump-in. The purpose of this is to scare them into blocking. Combo I's opening two attacks, crouching LP x2, leave you at a large enough frame advantage on guard to stage follow-up attacks. The chain can be staggered purposefully to coerce your foe into sticking out an attack. For example, do a single CR.LP, then do an immediate CL. MP (into Combo II) or a delayed CR. LP, CR.LK ▷ ↙ + LP to counter-hit attacks. Similar conditioning should be done when crouching LP x2 is guarded, like with immediate CR. LK ▷ ↙ + LP to stop fast counter attacks, or walk up Combo I again, or → + MP. → + MP is especially good for moving back into point-blank range because it moves you closer while retaining frame advantage. If it hits, link into Combo IV.

When your offense scares them into guarding often, go for throws to crack their defense. The opponent's ideal response is to watch out for throws and escape them as late as possible. This can play right into your counter-hit-fishing hands. Try → + HP, an overhead that may connect if they're focused on guarding and escaping throws, or walk directly next to them and attack with Combo II or III. Combo II opens with the 7-frame CL. MP, which is good for crushing semi-late throw escapes. Combo III starts with 8-frame CL. HP, a better option when your foe techs throws as late as possible. Combo IV can also be used for the same purpose. All of these openings leave you close to the enemy with frame advantage, so keep attacking if either is blocked.

EX Zonk Knuckle acts as a risky throw or crouch tech killer. It's effective because of its slow startup, which gives your foe enough time to flinch when there's no reason to. Though risky and expensive, it blows through any attack thrown at you, including Focus Attacks and some reversals. It even catches backdashes. This should only be done when the assets for Combo VII are available, which allows for FADC into Ultra I. To land it, walk or dash way into an opponent's body to convince them you're going to throw, then let EX Zonk Knuckle go. It also works in any situation where an enemy commonly tries to escape a throw, like after doing an empty jump against an enemy's wakeup.

Whenever you're on the defensive, you have to vary between all of Cody's defensive options to prevent the enemy from countering them. Your safest option is to escape throws as late as possible with Cody's best crouch tech, ↓ + LP + LK. If your opponent does a throw, you'll tech it. If they try an attack, Cody's speedy CR. LK comes out to counter it. Against ground attacks, backdashes, or throws done rising from a knockdown, do EX Zonk Knuckle and FADC the first hit to escape safely. On hit, it leads to Combo VII. Zonk Knuckle is not fast enough to beat most light attacks, which come out and recover before it hits. Use the speedier EX Criminal Upper against these attacks. Against safe jump setups performed after a soft knockdown, replace a quick recovery with Bad Spray to retaliate (which, through FADC, can also lead into Combo VIII). Be wary of vertical jumps, which your foe might do just as you rise from a knockdown to avoid and punish Zonk Knuckle, EX Criminal Upper, and Bad Spray. Look for these jumps and punish them with ← + MP or ↙ + HK.

Combos

I. CR. LP ▷ CR. LP, CR. MP then cancel into either:

↙ + LK
172 damage, 285 stun
↙ + K K
179 damage, 285 stun
↙ + HP
200 damage, 334 stun

Input CR. LP ▷ ↓ + LP + HK to option select the opening string. If the enemy does a backdash against the first attack, crouching HK comes out to catch their recovery. Crouching HK doesn't hit against characters with lengthy backdashes (like Chun-li, oiled Hakan, Gen, Makoto, Rose, or Vega), so replace it with EX Zonk Knuckle in those cases (release MP and HP the moment you do the second CR. LP). Crouching MP can be replaced with crouching LK to make the link easier at the loss of some damage, though it can only be canceled into ↙ + HP. The special into which you cancel dictates how flexible your post-knockdown attack is. LK Ruffian Kick causes a hard knockdown but inflicts the least amount of damage. EX Ruffian Kick causes a hard knockdown and offers a large enough time to set up a cross-up. HP Criminal Upper deals the largest stun and damage, but your wakeup game is relegated to a dash followed by a combo or throw. Delayed wakeup makes hard knockdowns weaker than before, so the worth of spending meter for a "better" knockdown isn't what it was in older versions of *SFIV*.

II. CL. MP, CR. MP then cancel into either:

↙ + LK
226 damage, 320 stun
↙ + K K
234 damage, 320 stun
↙ + HP
258 damage, 376 stun

This is done to counter hit semi-late throw techs. If close MP counter-hits, you can link into → + MP and then crouching MP for additional damage. This combo can be started with a crouching LP as well, which actually reduces the damage dealt because HP Criminal Upper hits fewer times from a distance. Replace CR. MP with CR. LK if you have trouble with the link. Alternatively, you can even plink CR.MP with CR.LK to give yourself extra link timing insurance.

III. CL. HP, CR. MP then cancel into either:

↙ + HP
288 damage, 476 stun
↙ + HK ▷ FADC, → + HK, ↙ + P P
389 damage, 628 stun
↙ + HK ▷ FADC, ↙ ↙ + P P P
522 damage, 380 stun

Bust this out when your opponent either misses a big attack, or when you're trying to counter hit especially late throw techs. You're at a +1 advantage when it's guarded, making it slightly worse for keeping your offense going than CL. MP. It's all about the risk versus reward; if you're certain of a hit, CL. HP leads to more damage than Combo II. When you're less certain, use CL. MP instead. Note that the HK Ruffian Kick versions of this combo work because close HP forces the enemy into a standing state. HK Ruffian Kick does not combo properly in certain matchups though, like against Akuma, Blanka, or Zangief.

IV. → + MP, then link into either:

CR. MP ▷ ↺ + HP
248 damage, 376 stun
CL. MP, CR. HP ▷ ↺ + HP
322 damage, 514 stun

This is Cody's primary method of keeping his close-range attack going when he's been pushed out slightly. CR. MP can be replaced with CR. LK when you're further out to make the link easier, and to ensure HP Criminal Upper scores all of its hits. The second combo listed requires two 1-frame links to do, so plinking is an absolute must. It only works at close distances as well, making it only good as a point-blank throw tech killer. Though difficult, the damage it inflicts is massive for a combo that requires no meter.

V. Against aerial enemy, ↓ + HK ▷ FADC, then juggle with either:

→ + HK, ↺ + P P
306 damage, 444 stun
↓ ↓ + P P P
478 damage, 100 stun

The first variation of this combo should only be done when you know it'll either KO the enemy or bring them close enough to a stun to make your next combo or throw a dizzy opportunity. HK Ruffian Kick only beats jump attacks as long as it's fully extended when it makes contact. If it trades with an attack, you can still juggle with Combo VI's first variation.

VI. Against aerial enemy, do an early ↓ + HK, ↓ + K K, then juggle with either:

↺ + P P
326 damage, 394 stun
Knife equipped, CR. MP
294 damage, 330 stun

This combo only works when HK Ruffian Kick hits on a much later active frame than normal against an enemy at a high altitude. Near corners, replace the knife crouching MP juggle with crouching HP for additional damage.

VII. Hold P P, release (1 hit) ▷ FADC, then juggle with either:

→ + HK, ↺ + P P
296 damage, 494 stun
↓ ↓ + P P P
468 damage, 150 stun

The first variation of this combo blows 4 meters, a massive investment considering how much damage it deals. Save it only for circumstances when you know it'll either KO or stun your foe. The Ultra I variant is more efficient and is one of Cody's best comeback methods.

VIII. During a soft knockdown, ↑ + P ▷ FADC, then juggle with either:

↺ + P P
240 damage, 330 stun
↓ ↓ + P P P
438 damage, 100 stun

Bad Spray is not invincible, so it only works when it comes out early against an incoming strike. The enemy is put into a free juggle state if the first hit trades with an attack, in which case you can still juggle with ↺ + P P.

IX. Counter hit CL. HP ▷ ↓ + P P, → + MP, CR. MP ▷ ↺ + HP

431 damage, 732 stun

This combo only works if CL. HP counter hits, causing the EX Bad Stone to link afterwards. You must be directly next to the enemy for the combo after EX Bad Stone to work. The exception to this rule is corners, where max range CR. HP ▷ ↓ + P P still leaves you in range for the remainder of the combo. If this opening is guarded, use the heavy frame advantage granted from EX Bad Stone to stage a follow-up attack.

X. Knife equipped, CR. LP ▷ CL. LP, CR. LK then cancel into either:

↺ + HP
208 damage, 294 stun
↺ + LP, CR. MP
242 damage, 312 stun
Near corners, ↺ + LP, CR. HP
266 damage, 372 stun

The opening two hits of this combo, CR. LP ▷ CL. LP, can be option selected with → + HK (input ↑ + LP ▷ → + HK + LP). This transitions into Crack Kick if the opponent backdashes against CR. LP. The HP Criminal Upper variant of this combo gives you the best wakeup game, while the version ending with the CR. MP knife juggle deals the most damage, but causes a complete match reset. You're better off saving the juggle to end rounds or to stun an enemy on the brink. Against croucing or wide-standing enemies, you can do CR. LP ▷ CL. LP, linked into ST. MP (2 hits), then CR. LK ▷ ↺ ↺ + HP for 254 damage and 347 stun.

XI. Knife equipped, CR. HP, CR. LK then cancel into either:

↺ + HP
268 damage, 426 stun
Near corners, ↓ + HK, CR. HP
↓ + HK ▷ FADC, → + HK, ↺ + P P
369 damage, 578 stun
↓ + HK ▷ FADC, ↓ ↓ + P P P
502 damage, 330 stun

This is used as a replacement to Cody's close HP. It's great for blowing up late throw escape attempts, and it's also just a great combo starter for big openings. HK Ruffian Kick doesn't combo against some characters, like Akuma or Zangief. You're better off going for the HP Criminal Upper version in most match ups.

XII. Knife nearby, jumping HK, CL. HP ▷ ↑ + P P P (knife obtained) ▷ CR. LP ▷ CL. LP, CR. LK ▷ ↺ + HP

342 damage, 615 stun

This is an example of a combo that cancels a normal attack directly into the knife pick-up, and then the pick-up recovery into light attacks. The knife must be near Cody as ST. HP connects in order for it to work.

XIII. CL. HP, CR. MP ▷ ↺ + HP (1 hit) ▷ EX Red Focus dash, then link into either:

↓ ↓ + P P P
454 damage, 416 stun
↺ ↺ + P P P
433 damage, 416 stun

Any combo canceling into HP Criminal Upper can be canceled into EX Red Focus. This is an example of using EX Red Focus to link directly into Cody's Ultra Combos. After Red Focus hits, you can transition into Combo III instead to work the enemy's stun gauge, though the damage reduction is usually high enough to make the payoff low.

DAN

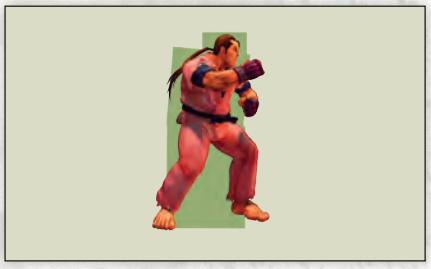
First appearance: *Street Fighter Alpha* (1995)

Data

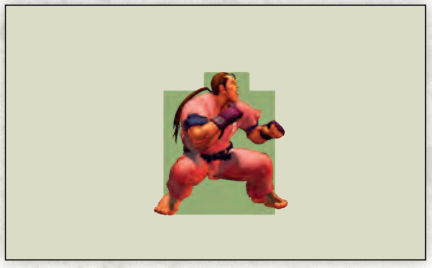
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	900	D
Forward Walk Distance Per Frame	.04	C+
Backward Walk Distance Per Frame	.03	C
Dash Duration	19	B
Dash Distance	1.41956	A
Backdash Duration	8 invincible, 16 airborne, 2 recovery	B
Backdash Distance	1.4	A+
Pre-jump Frames	4	A
Vertical Jump Duration	36	B
Diagonal Jump Distance	1.925	B

W Ultra Damage 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	17
ON HIT	+8
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	95
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	19
ON HIT	+1
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	—

NOTES —

MK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 30
STUN	50, 50
STARTUP	6
ACTIVE	2, 2
RECOVERY	14
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES Cancelable only on 1st hit

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	11
ACTIVE	2
RECOVERY	18
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	11
ACTIVE	2
RECOVERY	18
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	35
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	14
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	11
ACTIVE	2
RECOVERY	18
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	3
RECOVERY	22
ON HIT	-2
ON BLOCK	-7
CANCEL	CH, SP, SU

NOTES Forces standing

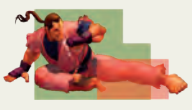
Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	65
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	150
STARTUP	10
ACTIVE	2
RECOVERY	22
ON HIT	—
ON BLOCK	-6
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	45
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	75 (25)
STUN	100 (50)
STARTUP	8
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility, lower damage on active frames 4~6, juggle potential 1

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	12
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility, soft knockdown on airborne opponent, juggle potential 1

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	75
STUN	100
STARTUP	7
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	10
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	45
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	75
STUN	100
STARTUP	7
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	95
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility

NORMAL THROWS

Dan's forward throw has a decent range; he grabs and delivers a punch to the opponent, sending them about two forward dashes away. Even though Dan wastes some time with a follow-up taunt, forward throw allows enough advantage for you to forward dash into mid-range to follow up with crouching MK or LK Dankukyaku. Dan's back throw is a shoulder throw that leaves the opponent at close range. Back throw is better than forward throw for mix-up purposes because you're within jump range and at a larger advantage.

After back throw, you can go for either a cross-up jumping MK or frontal LK Dankukyaku. For instance, after back throw, walk back slightly and then jump forward and either go for a cross-up jumping MK or cancel your jump trajectory with an early air LK Dankukyaku. Air LK Dankukyaku will cause you to hit the opponent from the front and can be difficult to block, since your jump distance conveys a cross-up jump arc.



Gado Thrust LP + LK

DAMAGE	120
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.035

Saikyo Haraigoshi ⟲ + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.961

FOCUS ATTACKS

Dan's Focus Attack isn't anything special, but it does get the job done. It has an average range and charge time, so it is effective for fishing out and punishing mid-range attacks, leading into a potential crumple combo (see Combo VIII).

At close range (but a step or two away, not quite point-blank), this Focus attack can be used somewhat like Balrog's, because after 10 frames of charging, Dan has leaned back far enough that his throw-vulnerable core retracts almost half a dash's distance. If they crouch tech, Focus will absorb it; if they go for a throw or standing throw tech, they'll whiff right in front of Dan's nose. Either way, release Focus. Against absorbed attacks, it's generally best to release Focus immediately upon absorption, rather than continuing to charge. They could cancel into a special attack, or chain into a fast light attack. Against throw whiffs, charge to level 2 and let it rip for a crumple.

With Dan's dashes and backdashes being relatively quick, you can Focus absorb, dash, and punish, or absorb, backdash, and escape from most situations. Use your Focus Attack in conjunction with Gadoken, Dankukyaku, and standing MK for a good foundation of attacks at mid-range. After a blocked level 2 Focus Attack, you can dash in with enough frame advantage to set up one of your many up-close frame traps, such as a follow-up ⟲ + HK.

Dan doesn't have much in the way of Red Focus canceling. His useful moves cause a knockdown, and Gadoken isn't particularly useful at range, so you won't be getting many chances to use this new cancel technique. Your hard-earned meter is better saved for EX Dankukyaku combos and HP Koryuken ▷ FADC setups. Situationally, you have time to charge all the way to a level 2 Focus crumple within a combo if you cancel into Gadoken on a cornered foe. Cancel Gadoken into EX Focus immediately, and release Focus the instant the charge hits level 2. (This is much easier to do, but more costly, with EX Gadoken.)



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-3)
ON BLOCK	-21 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-3)
ON BLOCK	-21 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Jumping Taunt During jump HP + HK



HITS	1
BLOCK LEVEL	H
DAMAGE	0
STUN	0
STARTUP	13
ACTIVE	30
RECOVERY	22 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Juggle potential 1

Ducking Taunt ↓ + HP + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	0
STUN	0
STARTUP	14
ACTIVE	26
RECOVERY	21
ON HIT	-32
ON BLOCK	-36
CANCEL	–

NOTES Juggle potential 1

Saikyo Kick ⟲ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	14
ON HIT	+6
ON BLOCK	+2
CANCEL	SU

NOTES –

Jumping Taunt: Dan is the only character in the game with an air personal action. This jumping taunt is used to build meter while running away (or to annoy your opponent). It does add a significant amount of recovery frames to your landing, so only use it while jumping away to safety. Additionally, if the taunt is performed during your ascent, you'll actually jump higher (adding extra air time and recovery). It's best used right before landing to hide your meter gain and to limit your recovery, but you can use it as soon as you jump to be really obnoxious.

Ducking Taunt: Surprisingly, this is Dan's most effective move at long range. It builds a large amount of Super Gauge (about twice as much as standing taunt); six Ducking Taunts builds about 99% of one stock of Super. It does have a bit more recovery than your standing taunt, though, so make sure you're at a safe range when using it. Since it builds so much meter, it will actually serve its purpose of getting the enemy to attack you. Dan with Super Gauge can actually be a dangerous adversary, so use your taunts as much as possible when given the chance.

Saikyo Kick: This kick was added as a unique attack to Dan's arsenal in *Ultra Street Fighter IV*. In previous *Street Fighter IV* iterations, this is Dan's close HK. This new attack can be used on-demand and adds some flexibility to Dan's combos (see Combo III) and up-close offense. It's +6 on hit and +2 on block, so use Saikyo Kick for frame traps and to start your heavy-hitting combos. It's also a great anti-air against jumping cross-up attacks; use ⟲ + HK to defend against aerial cross-ups that HP Koryuken won't reach.

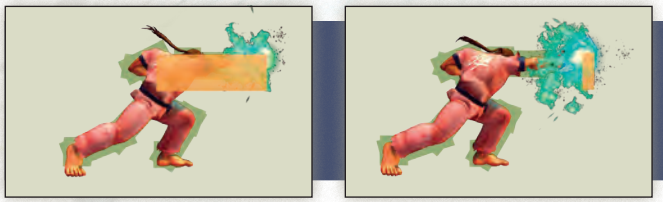
SPECIAL MOVES

Gadoken: Gadoken is Dan's lackluster version of the renowned Hadoken projectile. It travels a very short distance; LP travels the shortest distance (as far as standing MK), and HP travels the furthest to about half screen.

While it's not the best zoning tool, it does have some uses at mid-range. It puts out a threat in front of you that's safe to use for the most part; the total move duration is short compared to most projectile attacks. An opponent within jump distance has to predict and preemptively jump over your Gadoken to punish you, so you can liberally use Gadoken in most cases.

As part of a blockstring, Gadoken also falls a little short. Crouching MK ▷ Gadoken is never a true blockstring combo, but it can be used as an alternative to crouching MK ▷ Dankukyaku. It's safer and pushes the opponent back, so you'll want to use Gadoken over Dankukyaku in situations which you want to create space instead of engaging into close range. Unfortunately, you have to be rather close to get crouching MK to combo into Gadoken, but it's still a useful low-hitting attack string which potentially leads into high damage (see Combo X).

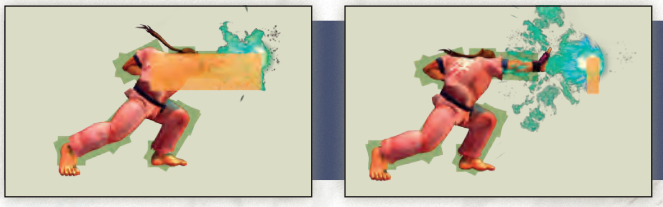
In *Ultra Street Fighter IV*, Gadoken was given extra safety. Dan's hurtbox around his arm was reduced to make it more difficult for opponents to trade with or counter-hit the move during its release. Using HP Gadoken over standing MK is recommended in most cases (unless you're up against an impatient opponent willing to jump at you).



LP Gadoken ↓↘→ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	14
ACTIVE	–
RECOVERY	27
ON HIT	+4
ON BLOCK	+0
CANCEL	SU

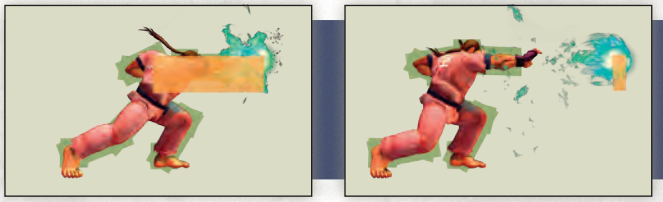
NOTES Projectile lasts 8f



MP Gadoken ↓↘→ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	14
ACTIVE	–
RECOVERY	28
ON HIT	+3
ON BLOCK	-1
CANCEL	SU

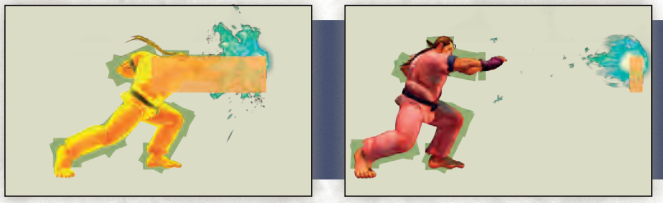
NOTES Projectile lasts 10f



HP Gadoken ↓↘→ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	14
ACTIVE	–
RECOVERY	29
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES Projectile lasts 15f

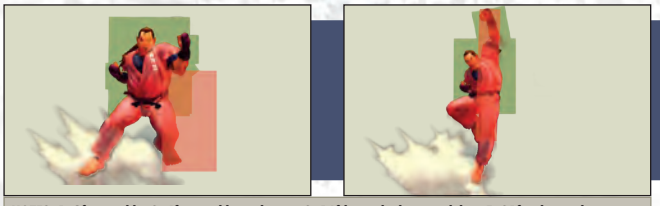


EX Gadoken ↓↘→ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 60
STUN	50, 50
STARTUP	14
ACTIVE	–
RECOVERY	27
ON HIT	+6
ON BLOCK	+3
CANCEL	SU

NOTES Projectile lasts 20f, both hits juggle potential 1

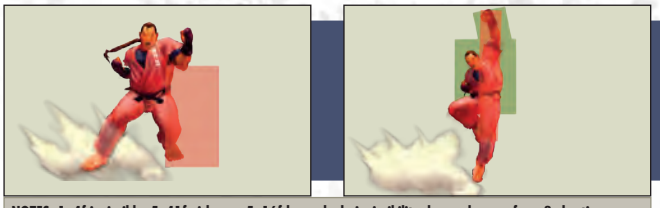
EX Gadoken is a 2-hit projectile that travels slightly further than HP Gadoken. It's not very spectacular as it retains the same startup properties, but does give you another way to beat out armor moves and Focus Attacks. You can also use EX Gadoken if you need to put your opponents into more blockstun while pushing them away.



LP Koryuken ↓↙← + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	110 (70)
STUN	200 (100)
STARTUP	4
ACTIVE	13
RECOVERY	15+11 ON GROUND
ON HIT	–
ON BLOCK	-21
CANCEL	SU

NOTES 1~2f invincible, 3~4f invincible to throws, 3~16f lower body invincibility, 5~31f airborne, lower damage from 2nd active frame, puts opponent into limited juggle state



MP Koryuken ↓↙← + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (80)
STUN	200 (100)
STARTUP	4
ACTIVE	13
RECOVERY	25+19 ON GROUND
ON HIT	–
ON BLOCK	-39
CANCEL	SU

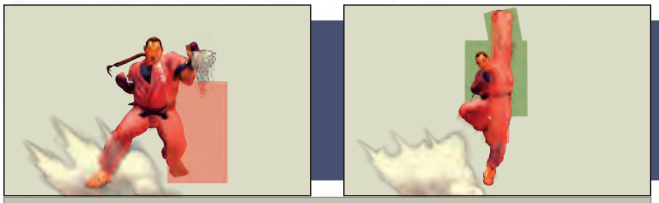
NOTES 1~4f invincible, 5~41f airborne, 5~16f lower body invincibility, lower damage from 2nd active frame, puts opponent into limited juggle state

Koryuken: This is Dan's version of the iconic Shoryuken anti-air special. All three of his normal punch Koryuken attacks hit once. LP Koryuken is only invincible for 2 frames, but recovers rather quickly for an anti-ground attack. MP Koryuken is invincible for 4 frames and makes for a decent anti-air, but HP Koryuken outshines it in this regard with its 5 frames of invincibility and higher damage.

Generally, you'll want to use HP Koryuken to punish jumping attacks and LP Koryuken as a wakeup reversal (if you can make a good read or risk assessment). Although a deep HP Koryuken only does 140 damage (compared to Ryu's 160), its "second" hit deals 100 damage. This means Dan scores more damage against empty jumps than most Shoryuken users (Ryu's "second" HP Shoryuken hit deals 60 damage).

Koryuken is a core attack in Dan's up-close arsenal because of his coin-flip play style. After a blocked HK Dankukyaku, Dan can force the opponent into a mix-up situation with HP Koryuken, throw, or Dankukyaku. With its 5 frames of invincibility, HP Koryuken will beat all throws and normal attacks at point-blank range. You do have to make it safe by canceling out of it with a Focus Attack though. Unfortunately, it's extremely difficult to hit-check HP Koryuken with FADC forward dash, so you have to make a read on whether or not you want to follow it up with a backdash to safety or forward dash for the follow-up juggle (see Combo VI). Alternatively, you can release an immediate level 1 EX Focus Attack after a blocked HP Koryuken to keep your opponent in blockstun for relatively safety, followed by a dash cancel.

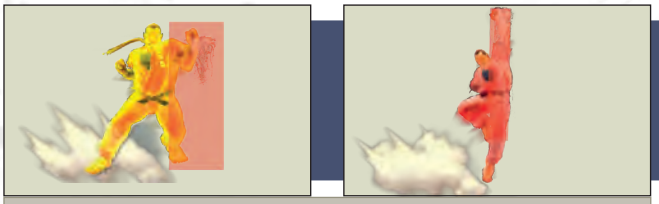
HP Koryuken ↷ + HP



NOTES 1~4f invincible, 5~44f airborne, 5~16f lower body invincibility, lower damage from 2nd active frame, puts opponent into limited juggle state

HITS	1
BLOCK LEVEL	HL
DAMAGE	140 (100)
STUN	200 (100)
STARTUP	4
ACTIVE	13
RECOVERY	28+19 ON GROUND
ON HIT	–
ON BLOCK	-42
CANCEL	SU

EX Koryuken ↷ + P P



NOTES 1~16f invincible, 5~47f airborne, puts opponent into limited juggle state, 2nd hit juggle potential 1

HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 60
STUN	100, 100
STARTUP	4
ACTIVE	1, 12
RECOVERY	31+19 ON GROUND
ON HIT	–
ON BLOCK	-41
CANCEL	SU

LK Dankukyaku ↺ + LK



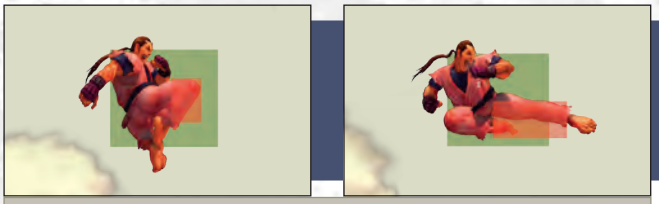
NOTES 10~26f airborne, armor break, soft knockdown, puts opponent into limited juggle state

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	17
ACTIVE	10
RECOVERY	11 ON GROUND
ON HIT	–
ON BLOCK	+0
CANCEL	–

Dankukyaku: Dankukyaku is what makes Dan viable and competitive at all. It's an airborne assault of a flying knee strike followed by a series of aerial kicks which break armor.

LK Dankukyaku is a sort of "tiger knee"; Dan hops forward and lands on the opponent with his knee. It's +/-0 on block and causes soft knockdown on hit, so it's an excellent move to use to pressure opponents. In *Ultra Street Fighter IV*, Dan's LK Dankukyaku had its hitbox increased so it can hit all opponents crouching (even Blanka and Rolento!). However, it can still be evaded with low-profiling attacks like Ken's crouching MK. Regardless, it's still one of Dan's best offensive tools and can even be used to juggle into Ultra II (see Combo IX). Expect to use LK Dankukyaku attack strings frequently in your offense.

MK Dankukyaku ↺ + MK



NOTES 8~36f airborne, armor break, soft knockdown, puts opponent into limited juggle state, 2nd hit juggle potential 1

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 40
STUN	100, 50
STARTUP	17
ACTIVE	2 (6) 2
RECOVERY	10+11 ON GROUND
ON HIT	–
ON BLOCK	-2
CANCEL	–

MK Dankukyaku is a 2-hit strike. After the initial knee, Dan delivers a follow-up jump kick that causes a soft knockdown on hit. It's -2 on block, so it's relatively safe and can only be punished by a handful of moves (such as Zangief's Spinning Pile Driver and Chun-Li's Super).

HK Dankukyaku is similar to MK in its properties, but deals more damage and is 3 hits instead of 2. It's also -2 on block, so it makes for one of your better chip damage and engagement attacks. While on offense, mix up your attack strings with various versions of Dankukyaku to throw off your opponent's punish timing while getting to close range for your up-close coin-flip setups. For instance, cancel crouching MP or crouching MK with LK Dankukyaku for safe corner pressure and chip damage; start using MK and HK Dankukyaku to chase down backdashes (which is the main defensive maneuver against LK Dankukyaku).

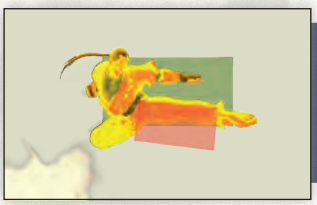
HK Dankukyaku ↺ + HK



NOTES 8~45f airborne, armor break, soft knockdown, puts opponent into limited juggle state, 2nd hit juggle potential 1, 3rd hit juggle potential 2

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 40, 40
STUN	100, 50, 50
STARTUP	17
ACTIVE	2 (6) 3 (6) 2
RECOVERY	10+11 ON GROUND
ON HIT	–
ON BLOCK	-2
CANCEL	–

EX Dankukyaku ↺ + K K



NOTES 4~22f airborne, armor break, puts opponent into limited juggle state

HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	100
STARTUP	8
ACTIVE	10
RECOVERY	5+9 ON GROUND
ON HIT	–
ON BLOCK	-3
CANCEL	–

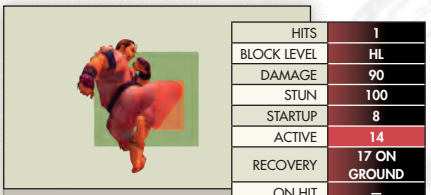
EX Dankukyaku Follow-up Automatic when EX Dankukyaku Hits

NOTES 1st hit juggle potential 1, 2nd hit juggle potential 2

HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 40
STUN	50, 50
STARTUP	8
ACTIVE	2 (9) 2
RECOVERY	8+25 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

EX Dankukyaku is a much faster flying kick that transitions into a three-hit aerial kick combo on hit. On block, Dan continues floating at the opponent, but only at a 3-frame disadvantage. EX Dankukyaku is mainly used to finish combos from range (such as from max-range crouching MK) or to quickly engage into close range. You'll use this to end most of your combos that leave you too far to link into HP Koryuken, or after moves that don't provide enough hitstun to combo into the normal Dankukyaku versions.

Airborne LK Dankukyaku
During jump ↙ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	8
ACTIVE	14
RECOVERY	17 ON GROUND
ON HIT	–
ON BLOCK	+3 MAX
CANCEL	–

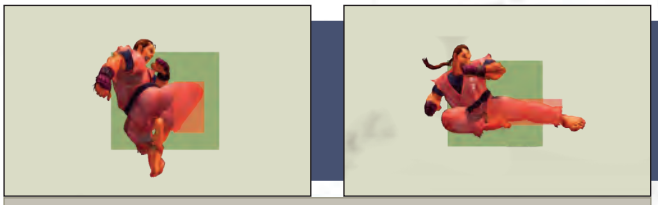
NOTES Puts opponent into limited juggle state, soft knockdown

Airborne Dankukyaku: Dan can perform his various Dankukyaku attacks in mid-air to alter the angle of his jump attacks. Airborne Dankukyakus give Dan some mobility in the air since each version of the attack changes his jump trajectory in different ways.

Airborne LK Dankukyaku pops him up slightly while extending a highly active knee strike. Because it can be executed low to the ground, its best use is as a type of dive kick. If executed low to the ground, with a quick input of ↶~↙ + LK, Dan will actually reduce his jump height and land on his opponent with his knee. If done precisely, the hitbox can connect with crouching characters. Use as a "short jump" over projectiles or attacks and to swiftly get into close range.

Airborne MK and HK Dankukyaku propels Dan forward in the air, allowing him to escape certain anti-air attacks. While it's unlikely you'll hit anyone with the actual attack, it is good to escape from corner situations or as a last-second evasion tool from a mistimed forward jump.

Airborne MK Dankukyaku
During jump ↙ + MK

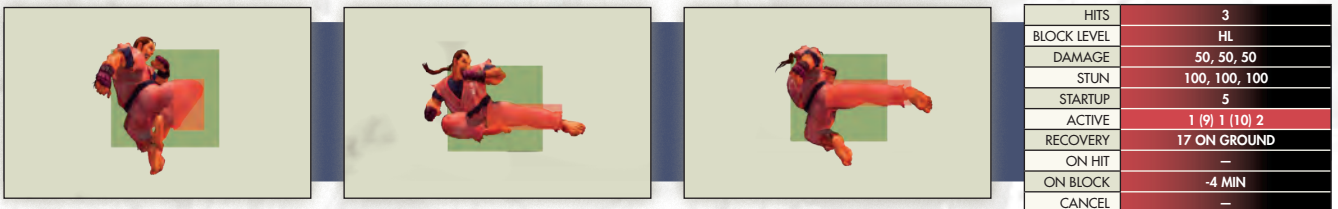


HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 40
STUN	100, 100
STARTUP	5
ACTIVE	1 (9) 2
RECOVERY	17 ON GROUND
ON HIT	–
ON BLOCK	-4 MIN
CANCEL	–

NOTES Puts opponent into limited juggle state, 2nd hit juggle potential 1

The EX version keeps Dan floating in the air while he delivers his kick attacks. It's not particularly useful for air maneuverability, but it can be used to add extra juggle damage off of HP Koryuken ▷ FADC.

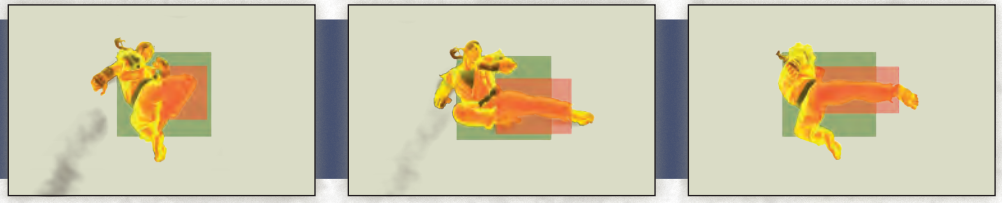
Airborne HK Dankukyaku
During jump ↙ + HK



HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 50, 50
STUN	100, 100, 100
STARTUP	5
ACTIVE	1 (9) 1 (10) 2
RECOVERY	17 ON GROUND
ON HIT	–
ON BLOCK	-4 MIN
CANCEL	–

NOTES Puts opponent into limited juggle state, 2nd hit juggle potential 1, 3rd hit juggle potential 2

Airborne EX Dankukyaku
During jump ↙ + K K



HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 50, 50
STUN	100, 75, 75
STARTUP	5
ACTIVE	1 (6) 1 (7) 1
RECOVERY	7 ON GROUND
ON HIT	–
ON BLOCK	+5 MAX
CANCEL	–

NOTES Puts opponent into limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3

SUPER & ULTRA COMBOS

Hisshou Buraiken
↓ ↓ + P



HITS	19
BLOCK LEVEL	HL
DAMAGE	15X18, 80
STUN	0
STARTUP	1+3
ACTIVE	2 (7) 2 (11) 2 (7) 2 (7) 2 (8) 2 (8) 2 (5) 2 (11) 2 (8) 2 (8) 2 (8) 2 (8) 2 (8) 2 (9) 2 (7) 2 (10) 2 (22) 14
RECOVERY	23+26 ON GROUND
ON HIT	–
ON BLOCK	-42

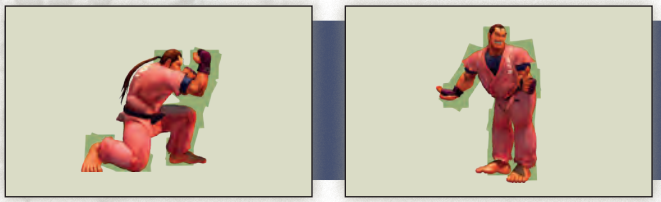
NOTES 1~13f invincible, hard knockdown, sequential juggle potential hits 1~19: 1st hit juggle potential 0, 2nd hit juggle potential 1, 3rd hit juggle potential 2, etc.

Super Combo: Hisshou Buraiken: Hisshou Buraiken is a stationary Super; it includes a flurry of punches and kicks that ends in a Koryuken. It's invincible for 13 frames but, since it doesn't advance him forward, its functionality is limited. Hisshou Buraiken doesn't juggle very well, so it's not a good anti-air either. Its only use is to blow through grounded up-close attacks or to chip out a cornered opponent. Use of this Super is highly discouraged; it should only be used against a crumpled or stunned enemy to deliver the final blow (in an awesome fashion).

Super Combo: Legendary Taunt: This is, of course, a taunt that uses up your entire Super Gauge. It has no hitboxes and it really just has no use outside of its ability to cancel into an Ultra. As a "Hail Mary" gimmick, you can throw out Legendary Taunt to bait out an opponent's punish and then cancel it into Ultra I or Ultra II to blow through the enemy's attack. Although once he goes into his jumping taunt, you can no longer cancel the Super, making this realistically impractical.

The most effective way to use its Ultra-canceling property is by canceling it from one of your normal moves to link the normal attack's hitstun into an Ultra (see Combo X). It can be useful in certain situations, but it does require the use of all of your resources.

Legendary Taunt
↓ ↓ + HP + HK



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	1+0
ACTIVE	–
RECOVERY	397
ON HIT	–
ON BLOCK	–

NOTES 1~231f can cancel into Ultra, 232~294f airborne

UCI: Shisso Buraiken: Dan runs forward half a screen and, upon connecting with the enemy, transitions into a cinematic dealing massive damage. On block, Dan trips over and deals no chip damage, leaving him open to reprisal.

Shisso Buraiken is an invincible, armor-breaking attack primarily used for defensive purposes, such as countering a projectile on reaction from mid-range. It can also be used as anti-air from a distance; with its mid hitbox, it will also connect with airborne opponents (and will hit empty jumps if timed early enough).

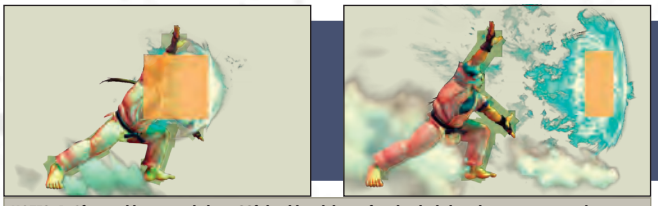
Unlike previous iterations, Shisso Buraiken has armor-breaking properties in Ultra Street Fighter IV. This allows you to punish Focus Attack charges and armor moves (such as Balrog's EX Dash Straight) with Ultra I.



NOTES 1~9f invincible, armor break, hard knockdown, goes into cinematic on hit

Shisso Buraiken (↓ ↓ + P P P)

HITS	1 (8)
BLOCK LEVEL	HL
DAMAGE	45X7, 150
STUN	0
STARTUP	0+10
ACTIVE	12
RECOVERY	64
ON HIT	–
ON BLOCK	-55



NOTES 1~8f invincible, projectile lasts 22f, hard knockdown, first hit deals less damage against airborne opponents, sequential juggle potential hits 1~19: 1st hit juggle potential 0, 2nd hit juggle potential 1, 3rd hit juggle potential 2, etc.

Haoh Gadoken (↓ ↓ + K K K)

HITS	6
BLOCK LEVEL	HL
DAMAGE	60X5, 68 (23, 60X4, 68)
STUN	0
STARTUP	0+15
ACTIVE	–
RECOVERY	142
ON HIT	–
ON BLOCK	-85

It covers distance rather quickly, so it's an excellent way to deal with zoning tools and Focus Attacks from just past mid-range as well as a powerful punish for attacks that leave the opponent recovering at a distance (like Blanka's Rolling Attack and E. Honda's Sumo Headbutt). In combos, it has no juggle potential, so you'll have to link into it from jumping HK or a Focus Attack crumple. You can also land it after EX Gadoken ▷ FADC, and immediately after canceling a confirmed hit into Legendary Taunt.

UCII: Haoh Gadoken: With all of his might, Dan charges up and unleashes his version of Ryu's Metsu Hadoken; upon release, Dan recoils away from the opponent. Haoh Gadoken is a multi-hit projectile with a distinctly slow travel speed. Unlike Metsu Hadoken, Haoh Gadoken only travels about half screen. Its multiple projectiles also dissipate over time, meaning at max distances, some of the hits will connect while others won't. While unlikely, it's possible for only one or two hits of Haoh Gadoken to connect.

It has very little invincibility and the invincibility doesn't overlap with the first active frames, so it can't be effectively used to counter opposing projectiles. Rather, it's meant more as a means to deal additional damage from HP Koryuken or LK Dankukyaku juggles (see Combo VI and Combo IX). It doesn't make for good anti-air either, as it lacks active invincibility and a fast startup. It will either be too slow to punish a jumping attack or it will be beat out before its release.

Recommended Ultra Choice: Matchup Dependent/Personal Preference

An argument could be made for selecting either Ultra. With Dan's coin-flip play style off of HP Koryuken, you might be better off with the follow-up juggle damage that Ultra II provides. Ultra I should be selected in matchups requiring a gap-closing punish (like Blanka and E. Honda) or as an anti-projectile counter. Ultra Double Combo isn't recommended in most cases as you'll need to deal as much damage as possible on your openings as Dan, regardless of which Ultra you prefer.

Overview

PROS:

- Has a deceivingly strong up-close and mid-range game with Dankukyaku
- Can build meter from full screen with Ducking Taunt, provoking his opponents into attacking him
- Has an off-beat play style and can be frustrating to fight against for players not accustomed to his antics
- Has a powerful reversal anti-air and severely punishes impatient players with HP Koryuken

CONS:

- With a limiting projectile, Dan has no real full-screen zoning pressure
- Up-close strategy is one-dimensional and isn't very flexible
- Can't capitalize off of many of his mid-range attack strings; they usually require you to be close to your opponent
- Overall, he's limited to an "all-in" type of gameplay

Dan is an unusual and quirky character, both aesthetically and gameplay-wise. He forces opponents into attacking him by taunting at range and then uses his Super Gauge to capitalize on his enemy's mistakes. He's best when he has plenty of meter to spend because of his potential follow-up attacks after his Dankukyaku.

Your objective playing Dan is to build Super Gauge, then engage your opponents with Dankukyaku kick attacks, forcing enemies into difficult up-close situations with HP Koryuken. Achieve this by:

- Building meter from full screen, using jumping taunts and ducking taunts
- Using his Dankukyaku at close and mid-range to pressure opponents while dealing chip damage and building meter
- Zoning at mid-range with Gadoken to force out forward jumps from the enemy
- Using his Super Gauge for EX Dankukyaku combos and HP Koryuken FADC frame traps

DAN'S TUNING HISTORY



Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
Jumping taunt, crouching taunt now have hitboxes	They deal 0 damage but can infuriate Dan's foes
Diagonal jumping LK damage reduced from 45 to 40	—
Super damage reduced from 380 to 350	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
CL. LK startup reduced from 4 to 3, recovery reduced from 10 to 6, advantage on block increased from -1 to +3, advantage on hit increased from +2 to +6	Changed from a mediocre normal to a useful pressure tool at close range
CL. MP recovery reduced from 19 frames to 17, blocked advantage increased from 0 to +6, hit advantage increased from +2 to +8	Much more advantageous on hit and block
CL. HK recovery reduced from 14 frames to 10, blocked advantage increased from -2 to +2, advantage on hit increased from +2 to +6	Enables high damage combos during frame traps or punish situations
ST. LP recovery reduced from 9 frames to 5, blocked advantage increased from 0 to +4, advantage on hit increased from +3 to +7	Additional frame advantage allows for link combos to be used off of chain combos on standing opponent
CR. LP recovery reduced from 10 frames to 8, blocked advantage increased from -1 to +1, advantage on hit increased from +2 to +4	Additional frame advantage allows for link combos to be used off of chain combos
CR. MP startup reduced from 7 frames to 5, recovery decreased from 13 to 10, blocked advantage increased from -2 to +2, hit advantage increased from +1 to +5	Faster and with more frame advantage gives much more utility in combos, now links off of many other moves and can even link off of itself
MK Dankyaku damage redistributed from 50, 50 to 60, 40	Lowers the damage in juggle combos
HK Dankyaku damage reduced from 50x3 to 50, 40, 30	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
CL. MP startup reduced from 6 frames to 5	Easier to link after EX Gadouken for corner combos
CL. HK pushback on hit reduced	Allows for easier links for highly damaging combos
CR. HK startup reduced from 12 frames to 11	—
Crouch Taunt and Jump Taunt build 70 Super Gauge on hit and 30 Super Gauge on block	Allows Dan to build meter when he is away from his opponent
HK Dankukyaku damage increased from 50, 40, 30 to 50, 40, 40	—
HK Airborne Dankukyaku damage increased from 50, 40, 30, to 50x3	—
EX Airborne Dankukyaku height restriction lowered slightly, juggle potential increased to 1 for 1st hit, 2 for 2nd hit, 3 for 3rd hit	Additional combo-ability against juggled opponents

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Crouching Taunt meter build increased from 0 to 40, meter build on hit reduced from 70 to 0	Can use Crouching Taunt to build meter from full screen, builds no additional meter at all on hit
Air Taunt meter build increased from 0 to 10	Can use Air Taunt to build meter while running away from opponent
CL. HK input changed to ⟲ + HK	Dan can now use his most advantageous attack from distances further than point-blank
ST. LP hitbox slightly expanded upward	—
LK Dankukyaku hitbox expanded downward	Dan is less likely to go over crouching characters, however at point-blank it will still go over small characters
LP, MP, HP Koryuken EX Focus cancel dash forward is -5 on block	Now unsafe on block even when canceled
HP Koryuken 1st hit hitbox expanded forward	Allows Dan to hit his opponent at closer than point-blank range, grounded opponents will have to move back further to bait Koryuken
All versions of Gadoken hurtbox reduced	Can no longer be hit past his wrist
Ultra I now breaks armor	Can be used in an emergency against an opponent red Focusing your attacks by canceling into Legendary Taunt and then canceling into Ultra I
Ultra II now connects all hits on airborne opponent, damage reduced from 368 to 331 on airborne opponents	—

LONG RANGE

Your overall strategy with Dan should be to gain as much meter with as little risk as possible, and then use your meter for your combos and HP Koryuken ▷ FADC sequences.

At long range, your goal should be to build meter with Ducking Taunt. Assess whether your opponent can close the distance quickly and use Ducking Taunt to build 1/6 of a stock of Super Gauge. Against projectile characters, you won't have as much liberty to use your taunts, so deflect projectiles with your own Gadoken. Against other types of characters, this will usually force them to attack you.

While running away at long range, sneak in as many jumping taunts as you can during your backwards jumps. Input HP + HK right before you land so you can gain some meter with as little recovery as possible. If your opponent is advancing into mid-range, you can either engage with Dankukyaku or keep them out with standing MK and Gadoken.

If you want to frustrate an opponent who's chasing you down, you can wait for them to get close to you and then jump over and use airborne HK Dankukyaku to switch sides and escape. This is especially useful in the corner, but it's a punishable technique if predicted. Mix it into your defense, but don't be too obvious with it.

If you're ready to engage into mid- and close range, you have a few options depending on the opposing character's defensive capabilities. Against zoning characters, you can Focus absorb projectiles and cancel into forward dash to gain ground. If you do this from full screen, be ready to defend yourself after your forward dash because your opponent will have initiative. Alternatively, you can hop over fireballs with low-altitude airborne LK Dankukyaku. Using a quick input of ↷ + LK will get you over projectiles without committing to the full range of a forward jump. This is a very effective tactic, since it keeps a zoning opponent hesitant on approach. You'll recover early enough to start your own mid-range attacks without having to defend against a poke.

Once you've conditioned the opponent with your air LK Dankukyaku hops and feel like you have a good read on their projectile patterns, you can go for forward jumping HK in anticipation of a projectile. Its hitbox is lengthy while having a good amount of active frames. At max range, you can link forward jumping HK with crouching HK for a hard knockdown, or you can go into a crouching MK ▷ Dankukyaku attack string to start your up-close offense.

At farther ranges, you can use forward jump into a delayed airborne LK Dankukyaku to extend horizontal distance while landing on your opponent with a knee. This tactic is useful if the enemy is expecting a forward jumping HK . On hit, you'll knock down the opponent; and on block, you're safe to go into your mid-range attacks.

MID-RANGE

At mid-range, Dan has a couple of tools at his disposal, most importantly, Dankukyaku.

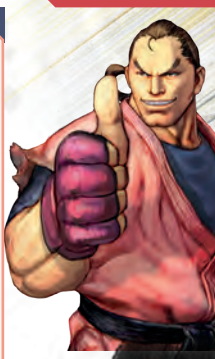
His walk speed is relatively slow, so employing a footsie game isn't an optimal way to score a hit. You'll have to commit to attacking, blocking, or dashing as soon as you're in your opponent's range of attacks. Fortunately, Gadoken is a decent mid-range projectile with its low recovery. Use HP Gadoken just outside of your max standing MK range to apply pressure while conditioning your opponent. If you can bait out a forward jump, HP Koryuken will earn you at least 100 points of damage and some advantage to get into close and mid-range. Use standing MK in place of HP Gadoken to deter opponents from advancing while leaving yourself at less disadvantage against jumping attack; you'll have enough time to reply with HP Koryuken if the enemy decides to jump in on your standing MK.

Assess your opponent's punish attacks and use Dankukyaku accordingly. Against a defensive opponent, you can use any version of Dankukyaku to get into close range, provided they don't have a 2-frame reversal (such as Chun Li's Super and Zangief's Spinning Pile Driver). LK Dankukyaku is +/-0 on block and will connect with all crouching characters; if you have an opportunity to use it, do so to chip at the enemy while applying corner pressure.

Dan's attack string consisting of crouching MK ▷ HP Gadoken isn't as strong as Ryu's and Ken's, but it can be used similarly. It's useful for pushing out opponents outside of mid-range; for instance, if you have a comfortable life lead and want to create some distance rather than putting yourself into danger at close range. For offense, you can cancel crouching MK with any Dankukyaku to quickly get into close range for HP Koryuken/throw mix-ups.

If you manage to get your opponent to whiff an attack, you can punish with crouching MK ▷ EX Dankukyaku for the cost of a stock of meter. EX Dankukyaku is fast enough to combo from any attack (even light attacks) and it can be used on its own to punish from even further distances.

If your opponent is playing a footsie-based game with mid-range attacks, you can start using your Focus Attack to punish them. As a substitute for standing MK and HP Gadoken, charge your Focus Attack to fish out an extension from your opponent and then release it once you've absorbed their projectile or poke. If your opponent is in range and is defending, you can release a level 1 or level 2 Focus Attack followed by a forward dash. Level 1 Focus Attack will leave you at a slight disadvantage, but with meter, you can blow through their up-close light attacks with HP Koryuken ▷ FADC.



CLOSE RANGE

Once you've made it into close range with either a Dankukyaku or off of a knockdown, you have several options available (especially if you've saved a lot of Super Gauge). You can go for a simple low-hitting crouching LK attack (which leads into Combo I), or you can go for a back throw (which sets up for a decent cross-up mix-up).

Against backdash, you can use an option select input of CR. LK, ↜ + LK + MK. With a very slight delay in between the two inputs (to ensure you don't accidentally cancel CR.LK into EX Dankukyaku), you'll automatically punish with EX Dankukyaku if the opponent backdashes away from your crouching LK. On hit or block, you'll simply transition into the close LK portion of Combo I. Alternatively with Ultra I, you can use an input of CR. LK, ↝ + P P P for an Ultra punish against a backdash. On hit or block, you'll get close LP instead of close LK, which is much less useful for combo purposes (it's safe, at least).

After conditioning the opponent with your throws and crouching attacks at point-blank range, you can use HP Koryuken ▷ FADC forward as a frame trap. On block, you're -5, so take this risk into consideration and assess your opponent's potential damage from their 5-frame attacks. On hit, you can juggle HP Koryuken with HK Dankukyaku. HK Dankukyaku leaves you at heavy frame advantage, even if the opponent opts to quick stand. You can dash in and still apply a meaty frame trap or option select setup.

If you can get into the enemy's face with advantage, such as off of a back throw, a blocked jump-in attack, or HK Dankukyaku, you can start using your heavier frame trap tools. ↜ + HK is a 6-frame attack that hit-checks easily into HP Koryuken or a crouching MP combo (see Combo III). Close MP can be used the same way (although linking into an attack afterwards can be awkward if you aren't used to the timing).

One of Dan's best tactics involves canceling his crouching MP and crouching MK into Dankukyaku. It's not a true blockstring, so the enemy can input a reversal attack in between the two moves. Mix up using your normal move as a poke by itself with canceling it into Dankukyaku to bait out reversals. Good opponents will recognize that they can backdash out of crouching MK ▷ LK Dankukyaku; if you can anticipate this, cancel into HK Dankukyaku to chase them while scoring a soft knockdown. If you have the opponent cornered, this strategy is much more effective since there's nowhere for the opponent to backdash to. Use this to your advantage and apply heavy LK Dankukyaku pressure while baiting out unsafe reversals or crushing their fast attacks with HP Koryuken ▷ FADC.

Counter-hit crouching MP ▷ HK Dankukyaku is a combo at close range, so you can use this as a frame trap setup that's -2 on block. For example, after a blocked crouching LK ▷ close LK attack string, you can go for a delayed crouching MP ▷ HK Dankukyaku to fish out an option-select tech.

Since Dan lacks fast attacks with frame advantage, you will have to resort to anticipating your opponent's reactions with risky attacks when you're at point-blank range. Dan's overall toolkit revolves around reading your opponent's defensive habits and punishing accordingly.

Combos

I. CR. LK ▷ CL. LK, then link into either:

↷ + HP
157 damage, 260 stun
CR. MP, then finish by canceling into either:
↜ + K K
185 damage, 320 stun
↷ + HP
199 damage, 320 stun
↝ + HP
150 damage, 250 stun

Dan doesn't have much in the way of light attack combos, but using a chain of crouching LK into close LK opens some up-close, quick combo opportunities. You'll use this combo to keep opponents blocking low to deter them from backdashing or jumping out of your blockstrings.

The crouching MP follow-up into HP Koryuken only works in certain situations; usually at point-blank range against crouching characters. For a surefire combo, either skip the crouching MP and link straight into HP Koryuken, or use crouching MP ▷ EX Dankukyaku if you have the meter for it. Otherwise, use crouching MP ▷ HP Gadoken.

II. CR. MP, CR. MP, then finish by canceling into either:

↷ + HP
262 damage, 260 stun
↜ + K K
236 damage, 360 stun
↝ + HP
196 damage, 280 stun

This is a link combo you can use as either a frame trap setup or to punish the recovery of a move up close (but you're out of range of ↜ + HK). On block, you can cancel the second crouching MP with any Dankukyaku or Gadoken for safe chip damage and pressure.

III. ← + HK, then link into either:

↙ + HP
240 damage, 400 stun
CR.MP, then finish by canceling into either:
↙ + HP
282 damage, 460 stun
↺ + K K
266 damage, 460 stun

As with Combo II, you can use this as a quick, up-close punish combo. ← + HK should be used in most situations where you have the opponent in blockstun, either as a frame trap or off of a jump-in attack that lands you close to the opponent. Combos starting with ← + HK deal a significant amount of damage and, thanks to its lengthy hitstun and duration, it's easily hit-checked into HP Koryuken and crouching MP.

On counter-hit, you can link ← + HK into close HP ▷ HP Koryuken for a massive 3-hit combo.

IV. CR. HP ▷ ↺ + HK

230 damage, 400 stun

Crouching HP, close HP, and close MP are the only normal moves that combo into MK and HK Dankukyaku without a counter-hit. Use this combo to build meter while scoring a knockdown with HK Dankukyaku.

V. Counter-hit CR. MP or CR. MK ▷ HK Dankukyaku

218 damage, 325 stun

Since MK and HK Dankukyaku are only -2 on block, you'll be ending many of your blockstrings with these special moves. Off of a counter-hit crouching MP or crouching MK, these two versions of Dankukyaku will combo. For example, you can set up a frame trap of close LK, then delayed crouching MP ▷ HK Dankukyaku; this sequence is (for the most part) safe on block and will combo if crouching MP counter-hits an attack.

VI. ↙ + HP ▷ FADC forward, then either:

Neutral jumping HP
240 damage, 400 stun
↺ + HK
220 damage, 300 stun
Neutral jumping MP
215 damage, 300 stun
↺ + K K
290 damage, 450 stun
↻ ↻ + K K K
406 damage, 200 stun

One of the most common ways you'll be using your Super Gauge is for HP Koryuken ▷ FADC. These are the follow-up options you have if your Koryuken hits. At point-blank range, you can usually get a neutral jumping HP juggle, but from further out it may whiff; use HK Dankukyaku instead in these situations. If you have the meter, you can also follow-up with forward jump EX Dankukyaku for a bit of extra damage over neutral jumping HP. Neutral jumping HP smacks them into a soft knockdown, while neutral jumping MP makes them flip out with air recovery.

VII. Forward jumping HK, ← + HK, CR.MP ▷ ↻ + HP ▷ FADC forward, ← + HK, then link into either:

↙ + HP
435 damage, 770 stun
CR.MP ▷ ↺ + K K
448 damage, 800 stun

If you're fortunate enough to land a clean jump-in HK attack on the enemy (over an anticipated projectile, for instance), you can deal a heavy amount of damage with the use of a Gadoken ▷ FADC extension. Use ← + HK linked into crouching MP after landing (provided you're close enough); at further ranges, you'll have to settle with crouching MP ▷ EX Dankukyaku.

VIII. Level 2 or 3 Focus Attack crumple ▷ ↷ ↷, CL.MP, ← + HK, then link into either:

↙ + HP ▷ **FADC forward, then finish with either:**
Cornered opponent only, neutral jumping HP
336 damage, 590 stun
↺ + HK
326 damage, 540 stun
Neutral jumping MP
324 damage, 540 stun
↻ ↻ + K K K
420 damage, 490 stun
CR.MP ▷ ↺ + K K
304 damage, 530 stun

This relatively difficult combo does over 300 points of damage off of a level 2 Focus Attack. The timing of ← + HK after close MP can be awkward, but rewards you with extra damage over Combo III. Note that the HP Koryuken link will not work on Poison or Rolento. Additionally, the crouching MP follow-up link does not work on Poison (but will work on Rolento).

IX. Opponent in corner, CR.HP ▷ ↺ + LK, ↻ ↻ + K K K

423 damage, 300 stun
Also works with air ↺ + LK

If you can land LK Dankukyaku against a cornered opponent, you can follow up with Ultra II for a high-damage juggle combo. You can combo into LK Dankukyaku with crouching HP, close HP, or close MP. Low-altitude air LK Dankukyaku will also pop the enemy high enough for the Ultra II follow-up juggle.

X. CR.MK ▷ ↻ + HP then cancel into either:

↻ ↻ + HP + HK ▷ ↻ ↻ + P P P
464 damage, 200 stun
FADC forward, ← + HK, ↙ + HP
313 damage, 500 stun

Dan's Legendary Taunt has an almost-unique ability in that it can be canceled into his Ultra (only Dee Jay also has an Ultra-cancelable Super). With a full Super Gauge, you can use this trait to link his normal moves into his Ultra. For instance, crouching MK ▷ HP Gadoken ▷ Legendary Taunt ▷ Ultra II will net you up to 464 points of damage (for the cost of all of your resources, of course).

Use this if you have the meter to spare and you need to deal a large amount of damage off of a mid-range punish.

Otherwise, you can follow-up your Gadoken ▷ FADC with a Saikyo Kick linked into HP Koryuken for damage. At further ranges, you may need to use a follow-up crouching MK ▷ EX Dankukyaku instead.

DECAPRE

First appearance:
Ultra Street Fighter IV (2014)

Cameo: *Street Fighter Alpha 3*



Data

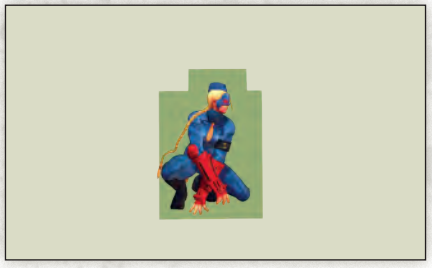
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Vitality	950	C
Stun Threshold	950	C
Forward Walk Distance Per Frame	0.055	S
Backward Walk Distance Per Frame	0.045	S
Dash Duration in Frames	18	B+
Dash Distance	1.4367	A
Backdash Duration in Frames	6 invincible, 11 airborne, 5 recovery (22 total)	S
Backdash Length Distance	1.4	A+
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.925	B

W Ultra Damage 75%

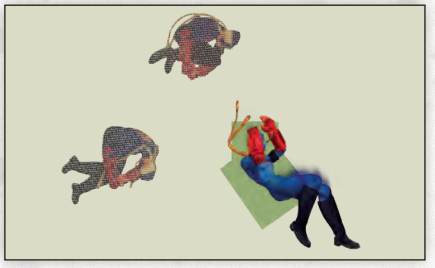
Standing



Crouching



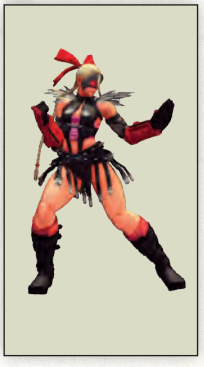
Jump Arc



Costume 1

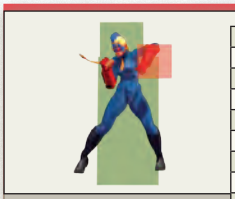


Costume 2



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	4
ACTIVE	4
RECOVERY	13
ON HIT	+6
ON BLOCK	+1
CANCEL	TC, SP, SU

NOTES Juggle potential 1

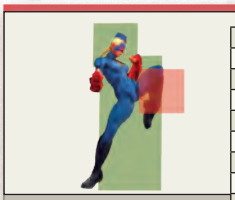
HP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 50
STUN	50, 50
STARTUP	9
ACTIVE	3 (6) 3
RECOVERY	23
ON HIT	+6
ON BLOCK	+1
CANCEL	1ST HIT ONLY: SP, SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	4
ACTIVE	3
RECOVERY	17
ON HIT	-3
ON BLOCK	-6
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	12
ACTIVE	5
RECOVERY	19
ON HIT	-2
ON BLOCK	-6
CANCEL	—

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

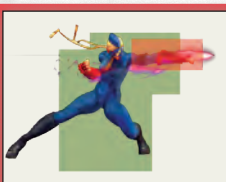
MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	TC, SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	7
ACTIVE	4
RECOVERY	23
ON HIT	≈0
ON BLOCK	-4
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	23
ON HIT	-3
ON BLOCK	-7
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	18
ON HIT	+5
ON BLOCK	+0
CANCEL	—

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	25
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	65
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	95
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	24
ON HIT	—
ON BLOCK	-8
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

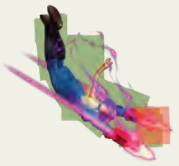
Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

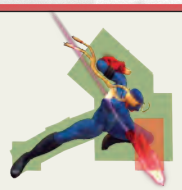
Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

NORMAL THROWS

Decapre's front throw, Shadow Suplex, leaves your opponent directly next to you, but with only a little time to set up a wakeup game. When you recover, immediately do MK Scramble to hover over the enemy as they're about to stand. Do HP Break on top of the enemy to hit them from the front, or just after you've passed over their head to hit their back. You can also do an immediate MP Break to land directly in front of the enemy to go for another throw.



Shadow Suplex (MP) + (MK)

DAMAGE	140
STUN	130
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.799

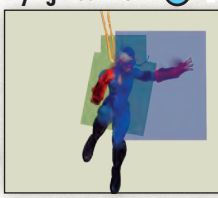
Frankensteiner ⟲ + (LP) + (LK)

DAMAGE	135
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.799

Frankensteiner, her back throw, floors the enemy slightly longer than Shadow Suplex does, making it better for setting up wakeup attacks. For example, perform Frankensteiner and immediately start charging back. The moment you recover, use HK Scramble to fly into the air. From there, you have two options: let Scramble recover in the air then cross them up on the way down with jumping (LK), or do LK Cannon Strike at the peak of Scramble's travel arc to hit them from the front. Another basic safe jump setup versus 5-frame reversals is to dash, then neutral jump and come down with neutral jumping (HP) while holding ↶. If the enemy does delayed wakeup against this, which you can confirm with the "TECHNICAL" notification onscreen, whiff CR.(LP) before the neutral jump.

Flying Neck Hunt (LP) + (LK) in air



DAMAGE	150
STUN	150
STARTUP	5
ACTIVE	2
RECOVERY	UNTIL LANDING

NOTES Range 0.98, juggle potential 1

Flying Neck Hunter, Decapre's air throw, has juggle potential, making it great for high-damage combos. Its startup is slower than a typical air throw, making it less worthwhile as an air-to-air attack. Even so, its grabbing range is large so it's still usable for that.

FOCUS ATTACKS

Her Focus Attack has great range, hitting from as far out as ST.HK. Lv.1 Focus Attack, if canceled into a dash, is -2, so it's often best to cancel into a backdash instead. Decapre can still get a giant punish off of a crumple canceled into a backdash; simply do a normal or EX Scramble, perform HP Break as you approach the enemy, then jump and grab them with her LP + LK air throw. Red Focus can be canceled into from any version of Rapid Dagger, but this only combos off of the penultimate (example: HP Rapid Dagger's 7th hit). Rapid Dagger's multiple hits cause major damage scaling, so the damage dealt from the combo afterwards will be low.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

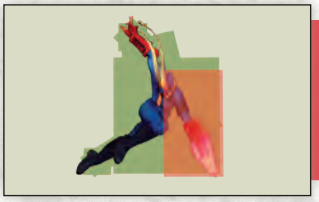
HITS	1
BLOCK LEVEL	LH
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	120
STUN	200
STARTUP	66
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

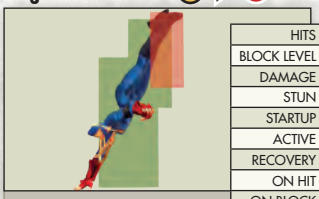
Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	200
STARTUP	66
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Target Combo 1 CL.MP ▷ HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 70
STUN	100, 100
STARTUP	4
ACTIVE	4 (4) 5
RECOVERY	22
ON HIT	–
ON BLOCK	-9
CANCEL	JU

NOTES 2nd hit causes limited juggle state and soft knockdown, 2nd hit is forward jump cancelable on hit only

Target Combo 2 CL. or ST.MP ▷ HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 80
STUN	100, 100
STARTUP	4/7
ACTIVE	4 (7) 4
RECOVERY	26
ON HIT	-5
ON BLOCK	-11
CANCEL	–

NOTES –

Fox Tail ↘ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	17
ACTIVE	3
RECOVERY	15
ON HIT	+2
ON BLOCK	-3
CANCEL	–

NOTES Juggle potential 1, does not gain a frame advantage bonus on counter hit

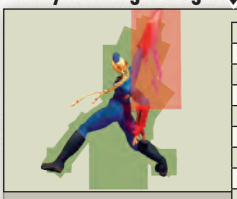
Target Combo 1: Decapre launches the enemy into the air with a jump-cancelable kick. You'll typically follow up with the Flying Neck Hunter air throw, or you can stay grounded and juggle with anti-air DCM, her Ultra II. Its range is short, so Decapre must be directly next to her enemy for both hits to connect, but you can still do a single point-blank CR.LP and then link into this target combo to verify a hit. This makes it an important opening, since it is her only meterless way to juggle into DCM off of a direct, confirmable combo. The list of characters who get to confirm into an Ultra off a crouching jab without using meter is very short indeed. This target combo into a very late Flying Neck Hunter (done close to the ground so Decapre recovers very quickly) is also one of her best ways to plant a Psycho Stream atop a fallen foe.

Target Combo 2: This simple 2-hit chain is essentially a whiff punisher that's meant to compensate for Decapre's need to keep a special move charge. It can be done against attacks with a high hurtbox profile against which CR.MK counter-pokes whiff. There's no denying its terrible recovery, which leaves you at a disadvantage even on hit. If you can, you're better off canceling ST.MP into LP Rapid Dagger instead.

Fox Tail: Decapre performs a fast overhead kick. It has good range and leaves you directly next to your opponent on hit at a +2 frame advantage. You have plenty of time to gain a charge after doing it, helpful for scoring a follow-up combo. If you don't fish for a hit-confirm afterwards, you can also go for a throw. Fox Tail is extremely important during Psycho Stream setups intended to crack an enemy's guard, causing the remainder of the Ultra projectile to hit. It's also possible to do this attack early on an enemy's wakeup so that it hits meaty on a late active frame, which opens the door for a link into CR.LP. Oddly, this attack does not gain a counter-hit frame advantage bonus, so it doesn't gain extra potential in that case.

SPECIAL MOVES

LP Psycho Sting Charge ↓, ↑ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	180
STARTUP	5
ACTIVE	9
RECOVERY	36
ON HIT	–
ON BLOCK	-28
CANCEL	SU

NOTES Breaks armor, sets up limited juggle state, soft knockdown, juggle potential 1, requires 54 frames of down charge, 1~5f strike invincible

MP Psycho Sting Charge ↓, ↑ + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	180
STARTUP	5
ACTIVE	9
RECOVERY	36
ON HIT	–
ON BLOCK	-28
CANCEL	SU

NOTES Breaks armor, sets up limited juggle state, soft knockdown, juggle potential 1, requires 54 frames of down charge, 1~5f projectile invincible

HP Psycho Sting Charge ↓, ↑ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	160
STUN	180
STARTUP	5
ACTIVE	9
RECOVERY	36
ON HIT	–
ON BLOCK	-28
CANCEL	SU

NOTES Breaks armor, sets up limited juggle state, soft knockdown, requires 54 frames of down charge, 1~5f throw invincible

EX Psycho Sting Charge ↓, ↑ + P P



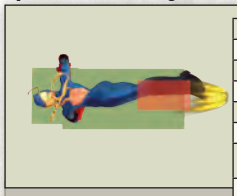
HITS	1
BLOCK LEVEL	HL
DAMAGE	160
STUN	200
STARTUP	5
ACTIVE	9
RECOVERY	36
ON HIT	–
ON BLOCK	-28
CANCEL	SU

NOTES Breaks armor, sets up limited juggle state, soft knockdown, juggle potential 1, requires 54 frames of down charge, 1~5f invincible

Psycho Sting: This upward slash is a reversal, combo tool, and anti-air attack. The normal versions are invincible to only one type of attack each: LP is invulnerable to strikes, MP is projectile invincible, and HP plows through throws. LP Psycho Sting will be your most-used version since it beats out the two things Decapre players fear most, attacks done on her wakeup and jump-in attacks. The LP version's lack of throw invulnerability can be a problem on wakeup, in which case EX Psycho Sting should be done instead, which is invincible to everything. MP Psycho Sting is reserved for one specific situation: when a character like Akuma cancels their far-reaching poke into a fireball for pushback and chip; if you guard the poke, you can do MP Psycho Sting just before their fireball makes contact to pass through it. (Of course, this won't work if their poke-into-fireball is a true blockstring, like Evil Ryu's CR.MK ▷ Hadoken, but it will work against most such tactics.)

LP or EX Psycho Sting can be done early against an opponent jumping at a high altitude to recover long before they've hit the ground, giving you just barely enough time to juggle with DCM (Ultra II). All versions of Psycho Sting can also be Focus attack dash canceled. This does not make it safe (it's -5 when blocked, like most reversals), but on hit, you can juggle afterwards with Psycho Stream or her air throw for solid damage. This is the foundation for many of Decapre's strongest combos.

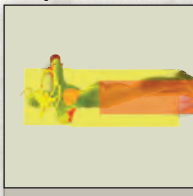
Spiral Arrow Charge ←, → + K in air



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	8
ACTIVE	TILL LANDING
RECOVERY	18 ON GROUND
ON HIT	–
ON BLOCK	+2 MAX
CANCEL	–

NOTES Requires 41 frames of back charge, soft knockdown, button strength affects descent speed: from jump apex to first frame of landing recovery LK takes 31f, MK 27f, and HK 25f

EX Spiral Arrow Charge ←, → + K K in air



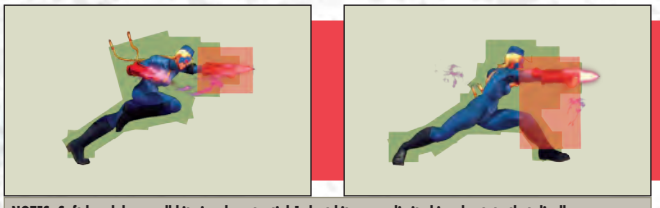
HITS	1
BLOCK LEVEL	HL
DAMAGE	160
STUN	200
STARTUP	8
ACTIVE	TILL LANDING
RECOVERY	18 ON GROUND
ON HIT	–
ON BLOCK	+9 MAX
CANCEL	–

NOTES Requires 41 frames of back charge, projectile invincible from first frame till landing, soft knockdown, from jump apex to first frame of landing recovery EX version takes 25f

Spiral Arrow: This horizontal traveling aerial kick is done to pass over projectiles and ground attacks during a backwards jump. It leaves Decapre safe if it's blocked as late as possible during its travel, though this is difficult to position. EX Spiral Arrow is actually invincible to projectiles and causes more blockstun. It's even possible to gain major frame advantage off of EX Spiral Arrow as long as it's guarded at a moderate height, giving you an opportunity to start an offense. Ultimately, this isn't as useful as EX Scramble or Psycho Sting ▷ FADC, so use it only rarely.

Rapid Dagger: After running forward and violently stabbing the opponent, Decapre knocks them to the ground with an upward thrust. Rapid Dagger provides Decapre with a much needed attack that doesn't require a charge, similar to E. Honda with his all-important Hundred Hand Slap. Rapid Dagger allows her to perform combos at a moment's notice without worry. Each strength hits a different number of times with an altered frame disadvantage on guard; LP hits 4 times and is -3 on guard, MP 6 times and is -5, and HP hits 8 times and is -7. HP is typically done in combos when you're certain of a hit, its 7th hit being Super cancelable into Strafe Dagger and EX Red Focus for big combos. LP Rapid Dagger is vital to Decapre's mid- and close-range offense. At only a -3 disadvantage when blocked, it's usually safe to cancel from a max range CR.MK into LP Rapid Dagger, which ends up pushed far enough out so few things can punish it. Cody, Elena, and Sakura all have normal attacks with enough reach and speed to hit her recovery for a combo (though this is admittedly still difficult to time). Hugo, T. Hawk, and Zangief also have long-reaching 2-frame throws that can grab her as well. In most other matchups, canceling pokes into LP Rapid Dagger can be abused heavily to pressure the enemy.

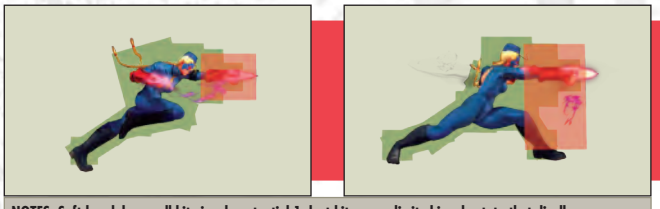
LP Rapid Dagger LP rapidly



HITS	4
BLOCK LEVEL	HL
DAMAGE	16X3, 32
STUN	20X2, 30, 50
STARTUP	9
ACTIVE	2 (4) 2 (6) 2 (11) 2
RECOVERY	18
ON HIT	–
ON BLOCK	-3
CANCEL	SU

NOTES Soft knockdown, all hits juggle potential 1, last hit causes limited juggle state that disallows more special move juggles, only Ultra I is possible afterwards

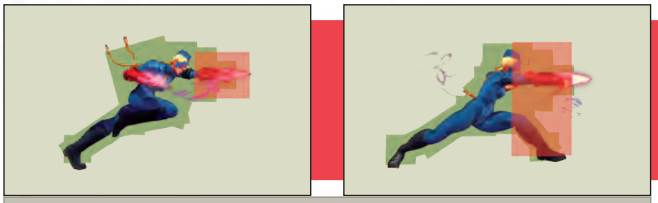
MP Rapid Dagger MP rapidly



HITS	6
BLOCK LEVEL	HL
DAMAGE	10X5, 40
STUN	20X4, 30, 50
STARTUP	9
ACTIVE	2 (5) 2 (6) 2 (4) 2 (5) 2 (12) 2
RECOVERY	19
ON HIT	–
ON BLOCK	-5
CANCEL	SU

NOTES Soft knockdown, all hits juggle potential 1, last hit causes limited juggle state that disallows more special move juggles, only Ultra I is possible afterwards

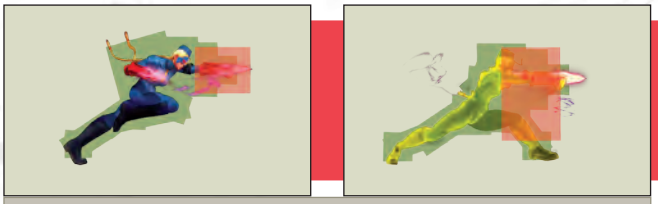
EX Rapid Dagger leaves you at an even frame position with the enemy when blocked, deals more damage, and allows for a juggle into Psycho Stream near corners. It also deals a lot of chip damage really safely, which can be a great asset when your enemy has low vitality.



NOTES Soft knockdown, all hits juggle potential 1, last hit causes limited juggle state that disallows more special move juggles, only Ultra I is possible afterwards

HP Rapid Dagger HP rapidly

HITS	8
BLOCK LEVEL	HL
DAMAGE	10X7, 30
STUN	20X6, 30, 50
STARTUP	9
ACTIVE	2 (5) 2 (6) 2 (4) 2 (6) 2 (4) 2 (5) 2 (10) 2
RECOVERY	20
ON HIT	–
ON BLOCK	-7
CANCEL	SU



NOTES Soft knockdown, all hits juggle potential 1, last hit causes limited juggle state that disallows more special move juggles, only Ultra I is possible afterwards

EX Rapid Dagger P P rapidly

HITS	8
BLOCK LEVEL	HL
DAMAGE	15X6, 10, 60
STUN	20X6, 30, 100
STARTUP	9
ACTIVE	2 (5) 2 (6) 2 (4) 2 (6) 2 (4)_2 (5) 2 (11) 2
RECOVERY	15
ON HIT	–
ON BLOCK	+0
CANCEL	SU

Rapid Dagger must be canceled into from single normal moves, which can be difficult. It's especially difficult off of CR.MK, the one attack you want to do it from the most. You need 5 P inputs to activate an attack of this type, with the 5th input determining the strength of the move. A "piano" input on a joystick helps with this. For example, to cancel into LP Rapid Dagger from CR.MK, input ↓ + MK + LP with your index finger and thumb, then roll your middle and ring fingers across MP then HP very quickly. From there, use your middle and index finger to hit MP then LP. All together: CR.MK + LP~MP~HP~MP~LP. If this is quickly done in a piano-like fashion, CR.MK will cancel into LP Rapid Dagger. To cancel into a different strength of Rapid Dagger, change the final input to MP or HP. For an EX Rapid Dagger, press two punch buttons at once at the end, or push the last two inputs just slightly apart with plink timing. (In fact, for normal versions, you must take care not to push the last two Rapid Dagger inputs too near to each other; you must leave a slight gap, slightly longer than plink timing, or you'll accidentally trigger the EX version.)

LK Scramble / EX Scramble (ground)
Charge ←, → + LK (LK + MK for EX version)

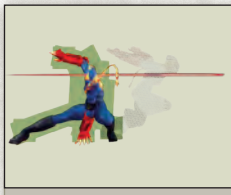


HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	BREAK (GROUND), RAZOR EDGE SLICER

NOTES Invincible starting on 13th frame while Decapre warps toward foe, cancelable into follow-ups starting on 13th frame, vulnerability returns when Decapre either nears opponent or crosses a full screen's distance, 40 frames recovery after Decapre reappears if no Break is performed, requires 41 frames of back charge

Scramble: This vast formation of multi-angled movements is the meat of Decapre's offense. Once activated with LK, MK, or HK, Decapre travels forward on the ground or in the air as a hazy blur. During this state, she's invulnerable to attacks, allowing her to pass through anything thrown at her. A large array of extensions can be done out of Scramble that are unique to it, which are dependent on the button strength used.

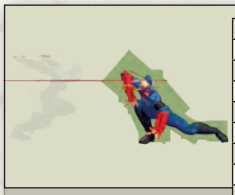
LP Break (ground)
LP during LK Scramble/EX Scramble (ground)



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 10 frames backward evasive movement, 15 frames recovery, from EX Scramble (ground): 1~23f invincible

MP Break (ground)
MP during LK Scramble/EX Scramble (ground)



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Stops Scramble motion with 20 frames of recovery, same during EX Scramble (ground)

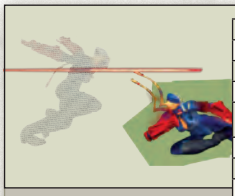
HP Break (ground)
HP during LK Scramble/EX Scramble (ground)



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Moves forward 15 frames then recovers for 17 frames, 1~15f invincible, can pass through foes during movement period, same during EX Scramble (ground)

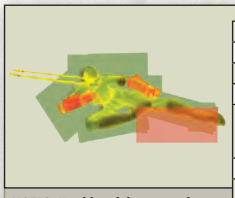
Razor Edge Slicer
K during LK Scramble



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	100
STARTUP	SCRAMBLE (GROUND) +2
ACTIVE	6
RECOVERY	21
ON HIT	–
ON BLOCK	-10
CANCEL	SU

NOTES Hard knockdown, juggle potential 1

EX Razor Edge Slicer
K during EX Scramble (ground)



HITS	2
BLOCK LEVEL	L
DAMAGE	80, 120
STUN	250
STARTUP	EX SCRAMBLE (GROUND) +10
ACTIVE	14
RECOVERY	28
ON HIT	–
ON BLOCK	-21
CANCEL	SU

NOTES Hard knockdown, juggle potential 1

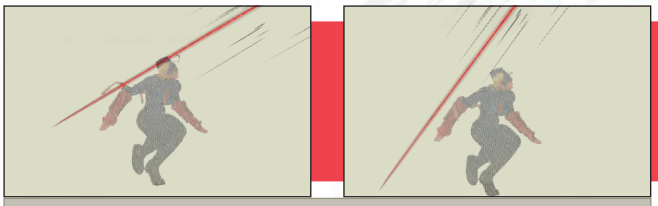
MK and HK Scramble put Decapre into the sky; MK Travels at a fast near-horizontal angle, while HK throws her upward at a high arc. If left alone, Decapre exits her shadowy state and falls like she would from a normal jump, allowing her to do jump attacks on the way down. Before then, inputting an attack performs aerial strikes unique to Scramble.

Punch inputs initiate her "breaks." LP Break causes her to "break" backwards to the ground extremely quickly, a safe way of tricking the enemy into thinking you're entering the sky. MP Break performs a fast-recovering downward movement with no actual hit, mimicking the look of its HP counterpart. HP Break is a stomp that knocks the enemy into a limited juggle state.

Pressing K performs the famous Cannon Strike at various angles. The combination of these assets does two things: it allows Decapre to approach the enemy from the air without fear of running into anything (along with faking that approach when needed), and it allows you to mount a varied attack that can confuse an enemy's guarding habits. For example, if you approach the enemy with MK Scramble, wait for Decapre's afterimage to near them. When she reaches the opponent, press HP to hit them from the front. Instead, if you allow her afterimage to pass over their head, pressing HP hits them from behind. Pressing MP in either situation drops her to the floor without making contact, leaving an enemy expecting a hit vulnerable to a throw.

MK & HK Scramble (air)

Charge ⟲, ⟳ + MK or HK

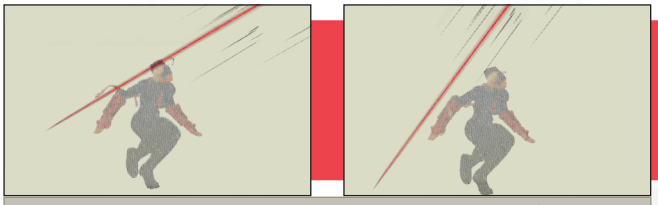


HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	BREAK (AIR)

NOTES Frames 1~10 grounded, 11~12 airborne, 13~35 invincible, 36~56 airborne, 57~70 landing recovery (if no Break or air normal performed), cancelable into follow-up frames 18~35, air normals and Spiral Arrow available after 35th frame, requires 41 frames of back charge, MK version crosses 120% screen distance, HK version crosses 45% screen distance

EX Scramble (air, far & short)

Charge ⟲, ⟳ + MK + HK (far) or LK + HK (short)



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	BREAK (AIR)

NOTES Frames 1~3 grounded, 4~35 invincible, 36~56 airborne, 57~70 landing recovery (if no Break or air normal performed), cancelable into follow-up frames 18~35, air normals and Spiral Arrow available after 35th frame, requires 41 frames of back charge, MK + HK version crosses 120% screen distance, LK + HK version crosses 45% screen distance

LP Break (air) LP during Scramble (air)



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Airborne and moving backwards frames 1~4, landing recovery frames 5~19, EX version: 1~19f invincible

MP Break (air) MP during Scramble (air)



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Airborne and descending frames 1~6, landing recovery frames 7~21, EX version: 14 total frames, 1~14f invincible

HP Break (air) HP during Scramble (air)



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	180
STARTUP	SCRAMBLE (AIR) +12
ACTIVE	9
RECOVERY	12
ON HIT	–
ON BLOCK	-9
CANCEL	SU

NOTES Airborne frames 1~8, causes limited juggle state, soft knockdown

EX Break (air) HP during EX Scramble (air)



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	EX SCRAMBLE + 12
ACTIVE	9
RECOVERY	12
ON HIT	–
ON BLOCK	-9
CANCEL	SU, JU

NOTES Invincible frames 1~6, airborne frames 7~8, causes free juggle state, soft knockdown

Cannon Strike is often used for frontal hits over HP Break, as it leads to a full ground combo when it hits. It's usually punishable when blocked, but if it makes contact with the enemy from the knees or lower, Decapre is at a slight frame advantage. This is worth remembering when making an approach since it can definitely be a way of getting in.

LK Scramble is also a forward-moving engagement tool, but it travels horizontally along the ground, with follow-ups to match. From LK Scramble, input LK to Razor Edge Slicer, a low-hitting slide kick, which is good for punishing the recovery of attacks Scramble passes through. Pressing LP for a grounded LP Break causes a fast retreat back to the opposite end of the screen, while grounded MP Break stops Decapre's movement wherever she is. Grounded HP Break causes Decapre to disappear and warp forward about half a screen, potentially moving her behind the enemy. The theory behind this combination of assets is simple: if you're using it to approach and the enemy is wary of Razor Edge Slicer, use MP Break to stop in your tracks and either throw them or go for a combo. When they're looking for you to stop in front of them and they try to attack with a throw or reversal to beat it, use HP Break to pass through their attack behind them, then punish its recovery. Unfortunately, the opponent can guard and wait for the front or backwards Break variation to appear and punish accordingly. If Razor Edge Slicer is blocked, Decapre is also very punishable.

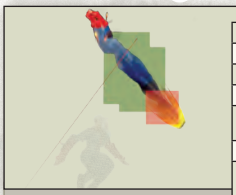
Cannon Strike K during Scramble (air)



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	SCRAMBLE (AIR) +12
ACTIVE	11
RECOVERY	5 ON GROUND
ON HIT	+16 MAX
ON BLOCK	+6 MAX
CANCEL	–

NOTES Hit as low on body as possible to increase advantage, early hits high on target's body end up as bad as +2 on hit and -8 on block

EX Cannon Strike K during EX Scramble (air)



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	EX SCRAMBLE (AIR) +12
ACTIVE	11
RECOVERY	4 ON GROUND
ON HIT	+15 MAX
ON BLOCK	+15 MAX
CANCEL	–

NOTES Hit as low on body as possible to increase advantage, early hits high on target's body end up as bad as +1 on hit/block

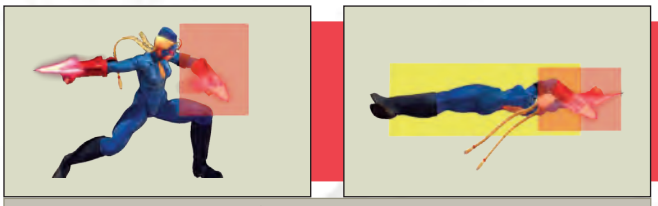
The EX version of Scramble alters the properties of some of the attacks done out of it. EX Cannon Strike, for example, is much faster and always leaves you at a massive frame advantage on block no matter what height it's blocked from. The aerial version of HP Break puts the enemy into a free juggle state and is jump cancelable, allowing for better combos afterwards. EX Razor Edge Slicer transitions into an extravagant and damaging throw on hit. For grounded EX Scramble, use LK + MK. For an aerial EX Scramble matching MK Scramble's lateral airborne trajectory, use MK + HK. For an aerial EX Scramble that travels almost straight upward like HK Scramble, activate the move with LK + HK.

SUPER & ULTRA COMBOS

Super Combo: Strafe Dagger: Aside from being a viable way of punishing projectiles, Strafe Dagger is mostly used for combos off of her Rapid Dagger. The damage it deals is high, so if you're certain it'll K.O. the enemy, it's worth doing. Usually Super Gauge is better spent on EX Focus cancels and EX Scramble, which do more for Decapre's strategy.

Strafe Dagger

Charge ←, → ← → + P



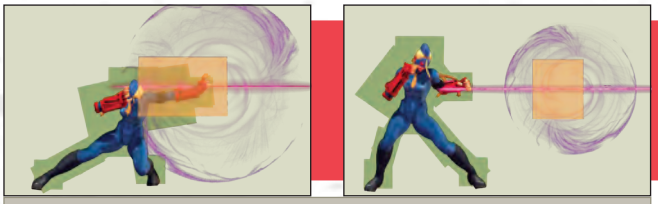
HITS	10
BLOCK LEVEL	HL
DAMAGE	30X9, 90
STUN	0
STARTUP	1+2
ACTIVE	3 (9) 44 (4) 2 (17) 3
RECOVERY	60
ON HIT	–
ON BLOCK	-50

NOTES Projectile invincible through active frames, hard knockdown, all hits juggle potential 1, requires 41 frames of back charge

UCI: Psycho Stream: Decapre summons a giant ball of psycho energy which slowly travels across the screen. Similar to Dhalsim's Yoga Catastrophe, Psycho Stream does two things: it allows Decapre to readjust her positioning as needed once it's on screen, even allowing her to approach, and it can be planted on top of a downed foe to keep them pinned for wakeup attacks, which are vastly stronger if they hit due to the subsequent projectile hits that occur afterwards. Psycho Stream can also be a juggle tool in a number of situations, including after Psycho Sting ▷ FADC, though this is extremely difficult.

Psycho Stream

Charge ←, → ← → + P P P



HITS	9
BLOCK LEVEL	HL
DAMAGE	33X9
STUN	0
STARTUP	1 + 15
ACTIVE	–
RECOVERY	20
ON HIT	–
ON BLOCK	+39

NOTES Projectile lasts 300 frames, hard knockdown, requires 41 frames of back charge, all hits have infinite juggle potential, last hit causes free juggle state against grounded foes

UCII: DCM: This is an all-purpose offensive tool. The ground version's traveling speed is extremely fast, allowing it to punish projectiles reliably from long distances. It can also be linked into off of a counter-hit CR. MP, CL. MP, or CR. HP, which are easily verifiable by looking for the "Counter Hit" notification after your normal move hits. The aerial version is an invincible, fast, perfect anti-air, working even when the enemy is several character lengths away. This means dive kick characters cannot neutral jump looking for ground attacks to punish with a dive kick, nor can they do any of their other typical aerial posturing. It also has juggle potential, making it useful in a number of combos.

DCM – anti-ground

Charge ←, → ← → + K K K

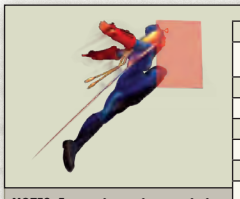


HITS	11
BLOCK LEVEL	HL
DAMAGE	30, 60, 30X7, 60X2
STUN	0
STARTUP	1+7
ACTIVE	4
RECOVERY	56
ON HIT	–
ON BLOCK	-40

NOTES Enters cinematic on hit, 1~10f invincible, hard knockdown, requires 41 frames of back charge

DCM – anti-air

Charge ↙, ↓, ↘, → + K K K



HITS	HL
BLOCK LEVEL	30, 60, 30X7, 60X2
DAMAGE	0
STUN	1+4
STARTUP	4
ACTIVE	53
RECOVERY	–
ON HIT	–
ON BLOCK	

NOTES Enters cinematic on anti-air hit, hard knockdown, juggle potential 1, 1~7f invincible, 8~41f airborne, 42~61f landing recovery, requires 41 frames of down-back charge



Recommended Ultra Choice: Ultra II

DCM's greatest asset is its general flexibility. With it loaded, the enemy can't jump from *any* distance, close or far, nor can they commit to projectiles or other ranged attacks with bad recovery (like Dhalsim's backwards jumping HP). This severely suppresses their ability to make any sort of approach at all. Psycho Stream is really fun to use and greatly improves Decapre's offensive capabilities with the right setup, but there's no guarantee it'll lead to direct damage. Save it for matchups where the enemy does very little jumping and is heavily reliant on a ground game that isn't based on projectiles (like against Elena, Fei Long, and Vega). In those cases, Psycho Stream can help you shield desperate approaches and acts as a reversal suppressor during anti-wakeup attacks.



PSYCHO STREAM TUTORIAL

Psycho Stream can be planted on top of a rising enemy to lock them in place for a potent high or low guessing game. This is done off of a handful of openings where the opponent is floored long enough to summon it. These setups include landing her back throw (do it as soon as you recover), punishing a whiff with CR. HK, landing any combo ending with her air throw (CL.MP ▷ HK ▷ forward jump, or any combo ending with Psycho Sting ▷ FADC, forward jump), or after any MK/HK Scramble ▷ HP Break that hits. Thanks to the slow travel speed of Ultra II's projectile, delayed wakeup does nothing against these setups, it only makes them better. With the searing ball hovering over your foe, mount one of four types of attacks:

- Walk forward a step and do ↷ + MK to hit your foe high
- Walk forward and do CR. MK
- Dash forward and do a neutral jump instant LK, hitting as an overhead
- Dash forward and do CR. LK

If any of the above options hit, the enemy is put into a free juggle state. Mid-screen, you can juggle with HP Psycho Sting (and then FADC, forward jump +and air throw for additional damage). Near corners, it's possible to juggle with an early HP Psycho Sting, and then LP Psycho Sting. If the enemy successfully guards, use the last few hits of Psycho Stream to mount a secondary offense.

Overview

PROS:

- Scramble is one of the most flexible offensive tools available to any character, offering a number of ways to move in unhindered and to mount an ambiguous cross-up offense that's impossible to guard with consistency
- LP Rapid Dagger is an unrelenting source for chip damage and close-range pressure against characters lacking good 3-frame attacks
- Her best combos are easy to perform and damaging
- Both of her Ultra Combos, Psycho Stream and DCM, help her compensate for her worst matchup problems

CONS:

- Decapre has no reliable anti-air attacks outside Psycho Sting, forcing her to keep a charge and rely on Scramble to move around
- Psycho Sting, outside of the EX version, is not a reliable reversal against ground attacks, but she's forced to rely on it when meter isn't available
- Projectile characters give her a lot of trouble because of her need to keep a charge for Scramble, which usually travels too slowly to directly punish a shot
- She has absolutely no answer against grapplers like Zangief and T. Hawk

Decapre is a strange beast. She's intended to be an aggressor, moving into close range to setup a vicious amalgam of counter-hit setups and side-switching attacks to confuse her enemy's defenses. The special moves that allow her to do that require a charge though, forcing her to periodically be stationary or retreat while building charge. To compensate, a Decapre player must be savvy about when to keep a charge, and when to use her Scramble technique to move around the field. When she finally does get in, the rewards for a successful hit are high.

Your objective playing Decapre is to establish close range. Achieve this by:

- Punishing a whiffed attack at mid-range with CR. HK or CR. MK ▷ LP Rapid Dagger
- Countering a jump with CR. HP, Flying Neck Hunt, LP Psycho Sting, or DCM
- Using HK Scramble ▷ Cannon Strike or EX Cannon Strike to punish ground attacks and projectiles, or to force them to guard from a safe range when they're playing passively
- Jumping over a ground attack
- Summoning Psycho Stream and moving in behind it

LONG RANGE

Periodically charging for Psycho Sting or Scramble at the smallest hint of problematic enemy movement is an absolute must. If your opponent is overly aggressive and quickly wants to close the distance, LP Psycho Sting must be ready for use. Otherwise, a lot of posturing should be done with Scramble from this position to confuse the enemy's defenses, which later allows you to slip in unhindered. For example, MK Scramble followed by its Cannon Strike extension moves you in if you force the enemy to guard it late during its fall (in other words, position it to hit the enemy's knees or lower so that you land with frame advantage). Be aware that this is easy to anti-air if they're looking for it. To make that difficult, perform MK Scramble when there's a lull in the match, then do its LP Break extension to immediately return back to your original position on the ground. This gets your enemy to flinch without taking a risk, even causing them to sometimes whiff an anti-air attack. You can also gain a little ground without taking a big risk by doing MK Scramble, letting it travel a bit, and then dropping directly downward with MP Break. This puts you directly next to whiffed anti-air attacks, which can then be punished. When they're thoroughly afraid of taking action, you can then approach with MK Scramble ▷ Cannon Strike to move in.

This same idea is applied when trying to counter projectiles thrown from this position, which must be done preemptively because of Scramble's slow traveling speed. Whenever you expect a fireball to come, do MK Scramble and watch what your opponent does. If the projectile never comes, drop back to your position with LP Break. If you see the shot come out, use HK Cannon Strike then a combo as you land. LK Scramble options can be used in a similar manner; if you pass through a shot successfully, hit LK for Razor Edge Slicer to kick them to the floor. If no shot was thrown, press LP for grounded LP Break to retreat.

All of this is secondary to smart movement. Scramble's LP Break (air or grounded) still has recovery that's vulnerable to fast projectiles, and Cannon Strike, when used predictably, can still be safely dealt with by walking forward to block Decapre at a higher altitude so she lands at a disadvantage, or by using Focus to absorb the hit. The key is to keep your actions varied and to watch your enemy's habits; vertical jump over some projectiles, Focus deflect then backdash against others, and move around and watch how your opponent responds.

MID-RANGE

Your objectives are to punish whiffed moves with CR. HK or CR. MK ▷ LP Rapid Dagger, to look for attacks to leap over with MK Scramble ▷ Cannon Strike, and to look for jumps to punish with LP Psycho Sting. The problem with this strategy is that a charge must be kept in order to consistently stop jumps, as CR. HP, her alternative anti-air, has consistency issues and doesn't lead to the knockdown you want. Your first order of business is to back up to just outside of their maximum attack range and start holding 🡐. Watch closely how they respond to this. If they approach, you can periodically hit ST. HK or ST. MK to stop their forward movement. Both attacks are susceptible to Focus attacks and whiff punishing, so if the risk is high, keep holding 🡐 and wait for them to approach. If you expect them to attack from the tip of their striking range, walk backwards to evade their strike. If a move whiffs, punish it with CR. HK or CR. MK ▷ LP Rapid Dagger. Using these options requires you to lose your charge for LP Psycho Sting, so hunker down again and hold 🡐 when you can. At close distances, their approach can also be stopped with a preemptive CR. MK ▷ LP Rapid Dagger, which doesn't require you to lose your charge and is less vulnerable to jumps. If they ever walk forward and jump, trying to punish what they believe is ST. HK, knock them out of the sky with LP Psycho Sting.

A savvy adversary starts evading CR. MK or ST. HK with backwards movement, walking in and out of your attack range to get you to flinch. There are two ways of dealing with this. The first is to threaten them with HK Scramble ▷ Cannon Strike, which, if they're walking too far out, puts it just in range to be blocked with frame advantage (like just about every dive kick, Cannon Strike has to hit from the knees down to land with advantage). This is best done only occasionally, with most uses of MK Scramble being faked with LP Break to bait them into either a preemptive anti-air attack, or to get them walking forward in an attempt to block Cannon Strike at a closer distance (which would leave you at a frame disadvantage). If they walk forward, doing LP Break resets the ground game back to where it was with your charge ready. You can also do HK Scramble ▷ MP Break to drop to the floor directly next to them as a surprise, then throw or go for Combo I. LK Scramble ▷ K can also be done to tag backwards movement, though this is absurdly risky. LK Scramble and then a late HP input just as you reach your foe can get them to initiate some kind of attack, which HP Break will pass through, leaving you behind them and perhaps in position to dole out punishment.

Your second answer is to match their movement with your own, walking forward in response to their backwards walking. Move far enough in range to hit with the tip of ST. HK to see how they respond. If they don't press anything, next time you can walk into CR. MK range to catch their movement with a low attack. Any blocked CR. MK canceled into LP Rapid Dagger attends at only -3 on block. When done from as far away as possible, very few characters are in range with anything fast enough to punish it. This leads to an interesting pressure pattern: after LP Rapid Dagger is blocked, guard and watch how your enemy responds. If they attack with something as fast as possible, you can beat any incoming strikes with LP Psycho Sting (▷ FADC, into air throw), or if their attack has moderate recovery, a level 2 Focus Attack. When they're wary of attacking immediately and they instead delay it, walk backwards to evade what they do. If they whiff an attack, punish it with CR. MK ▷ LP Rapid Dagger. When they're completely unwilling to counter attack, do an immediate CR. MK ▷ LP Rapid Dagger again to keep your pressure going. You can cancel CR. MK into MK Scramble and go for a frontal LK Cannon Strike, or, whenever you're feeling lucky, let it travel further and do a cross-up HP Break to go for a risky cross-up. EX Spiral Arrow can be thrown into the mix to beat out any sort of low-profile move easily and swiftly. The later it hits, the safer it is, even usually granting some amount of frame advantage. This is a powerful way of moving in while beating out much of their ground game.

CLOSE RANGE

The groundwork up close starts with her throw and counter-hit offense. Combo I offers a flexible opening that's easy to confirm. If CR.LK ▷ CR.LP is blocked, do an immediate CR.MK ▷ LP Rapid Dagger to counter-hit fast counter attacks, or walk forward and do a delayed CR.LP linked into CR.MP ▷ LP Rapid Dagger to counter-hit later attempts. When your opponent is wary of those options, do ↷ + MK for an overhead, or walk up and throw them.

Decapre has beefy ways of beating late throw techs when she's directly next to the enemy. These are best set up after forcing the enemy to guard either a single CR.LP, EX Scramble ▷ Cannon Strike, or a jump-in attack. For example, force the enemy to guard CR.LP, then either throw or attack with Combo II, which has an opening hit that's verifiable and still leaves you close to the enemy for additional attacks if blocked. Against slightly-later throw techs, use Combo IV. If they're especially hesitant to attack, use the much-slower Combo III. Combo IV is especially good because it can be option-selected with a crouch tech for built-in security (↓ + LP + LK + HP).

Scramble antics can be mixed into your offense at any time to keep your attack unpredictable. For example, if Combo I fails to hit, cancel CR.MP into MK Scramble. As Decapre's afterimage moves forward, you can hit the enemy's front or back depending on whether she's passed over their head or not. To attack their front, do LK Cannon Strike or HP Break before her afterimage is behind them. To hit their back, let it barely pass to their backside, then do HP Break. You can also use MP Break at any time to immediately drop to the floor without a hit, faking HP Break and leaving the enemy vulnerable to a throw.

Decapre is invincible during the afterimage phase of her travel, only becoming vulnerable when she commits to an extension (or when the Scramble movement naturally expires with no further inputs). That means if your enemy does a reversal timed to beat a frontal HP Break, a reversal done with the same timing against a cross-up HP Break will whiff entirely. Furthermore, you can always cancel into LP Break to disengage, which may get a nervous opponent to whiff something big. All of the direct attacks out of normal Scramble are punishable if blocked from this position, though, making the risk extremely high. A defender can also start charging Focus to absorb HP Break or Cannon Strike regardless of the side they hit from; they can then release Focus or dash cancel depending on the side you land on. The only way to stop that is to fake the whole thing entirely with MP Break so you can land and throw them out of their Focus attempt.

Canceling into aerial EX Scramble (MK + HK or LK + HK) is less problematic because EX Cannon Strike is always at a frame advantage on block. EX Scramble's HP Break also leads to better combos than a standard aerial HP Break. If doing a normal Scramble is too big of a risk, spend some meter and fall back on the EX version.

Combos

I. Charge ←, CR.LK ▷ CR.LP, CR.MP, then cancel into either:

→ + LK ▷ K
153 damage, 250
↑ + HP
209 damage, 306 stun
↑ + HP ▷ **FADC, forward jump,** LP + LK
289 damage, 396 stun

Inputting ↓ + LP + LK for the first hit makes it a crouch tech. The opening two hits of this string can also be option selected to counter short-range backdashes done against the first hit (CR.LK ▷ CR.LP + HK). If you need the opening hit to be faster at the loss of a low hit, replace CR.LK with CR.LP; this is typically done in counter-hit setups and when you land a Cannon Strike from MK or HK Scramble, which can be difficult to link after if the dive kick hits at a high altitude. The variation ending with Razor Edge Slicer is less damaging than other endings, but causes a hard knockdown that's better for wakeup setups. The final combo variant uses 2 meters for a mild damage increase, which isn't generally worth it, but it leads directly into the perfect setup for Psycho Stream, which may be useful for a comeback. CR.MP can be swapped out for CR.MK if you're a little further out than normal, but this link is 1-frame instead of 2. Whether linking into CR.MP or CR.MK, plink with CR.LP for consistency.

II. CL.MP, CR.MP, then cancel into either:

(Having charged ←) → + LK ▷ K
199 damage, 280
Press HP rapidly
215 damage, 360 stun
(Having charged ↓) ↑ + HP
263 damage, 344 stun
(Having charged ↓) ↑ + HP ▷ **FADC, forward jump,** LP + LK
349 damage, 449 stun
Charge ←, press HP rapidly (7 hits) ▷ →← → + P
443 damage, 320 stun

You barely have enough time to get a charge for Psycho Sting if you start charging the absolute moment you do CL.MP, and if you cancel CR.MP later than normal. It's generally much easier to just cancel into HP Rapid Dagger, though, or to open with CR.MP linked into itself instead, though that inflicts slightly less damage. The second CR.MP can be swapped out for CR.MK if you're a little further out than normal for a 1-frame link. As with Combo I, plink with CR.LP in either case for consistency.

III. CL.HP, CR.MP, then cancel into either:

(Having charged ←) → + LK ▷ K
219 damage, 280 stun
(Having charged ↓) ↑ + HP
283 damage, 344 stun
(Having charged ↓) ↑ + HP ▷ FADC, forward jump, LP + LK
374 damage, 449 stun
Charge ←, press HP rapidly (7 hits) ▷ → ← → + P
463 damage, 320 stun
(Having charged ↙) ↖ + HP ▷ FADC, → ← → + P P P
463 damage, 344 stun
Enemy cornered, charge ←, P P rapidly, juggle with → ← → + P P P
463 damage, 400 stun

The link into CR.MP misses in some matchups, or if you're slightly further out than point-blank. If this happens, swap CR.MP for CR.MK. This is a 1-frame link, so be sure to plink it for consistency. You can also do CR.LK instead, which is a much easier link, but it can only be canceled into HP Psycho Sting or Rapid Dagger. Against especially wide characters (Hakan, Hugo, Zangief), it's possible to link CL.HP into CR.HP, and then link into HP Psycho Sting for 318 damage and 444 stun. This is also a 1-frame link.

The variant ending in a mid-screen juggle into Psycho Stream after Psycho Sting is difficult and requires precise charge time management. When doing Psycho Sting, charge ↙, then roll the stick to ↖ + LP, never leaving a back direction. Continue to hold ↖ and press MP + MK ▷ → →, then as the dash recovers, input ← → + P P P.

IV. Charge ↓, CR.HP, then link into either:

Cr.LK ▷ ↑ + HP
253 damage, 394 stun
↑ + HP
260 damage, 380 stun
↑ + HP ▷ FADC, forward jump, LP + LK
364 damage, 500 stun

The link into CR.LK is easier, but it only works at close range and even deals less damage than the alternative, which is just linking directly into HP Psycho Sting. When used as intended, CR.HP is done to beat late throw techs, often causing it to counter hit. If it does, you can forgo all other options and link directly into Ultra II (ground variant).

V. CL.MP ▷ HK, then juggle with either:

Cancel into forward jump, LP + LK
244 damage, 320 stun
(Having charged ↙), ↓, ↘, → + K K K
434 damage, 200 stun

This combo can be started with CR.LP, which gives you more time to verify a hit off of, say, a cross-up jumping LK. This is Decapre's only verifiable way to combo into her Ultra II outside of Break. To juggle with it, start charging ↙ the moment CL.MP hits, then perform the command after the enemy has fallen in the air just a bit.

VI. Charge ↓, ↑ + LP ▷ FADC, then juggle with either:

Forward jump, LP + LK
250 damage, 330 stun
(Having charged ↙ and performed Psycho Sting with ↖ + LP) ←, → + P P P
363 damage damage, 282 stun

This is your standard reversal combo off of Psycho Sting. Note that this is possible off of any version of Psycho Sting, not just LP. EX Psycho Sting ▷ FADC, forward jump, LP + LK deals 290 damage and 350 stun, for example. As mentioned in Combo III, the juggle into Psycho Stream is extremely difficult and requires very particular commands and timing. Don't be discouraged if you don't get it at first.

VII. Charge ↓, ↑ + LP against high altitude jumping enemy, charge ↙, ↓, ↘, → + K K K

456 damage, 180 stun

Situational meterless juggle into Ultra II's anti-air variant.

VIII. Charge ←, → + MK/HK ▷ HP, then juggle with either:

Forward jump, LP + LK
250 damage, 330 stun
Enemy cornered, CL.MP
180 damage, 280 stun
(Having charged ↓), ↑ + MP
260 damage, 360 stun
(Having charged ↙), ↓, ↘, → + K K K
456 damage, 180 stun

In most cases, it's best to juggle after HP Break with Decapre's air throw or DCM. When crossing up with HP break, make sure to start pre-charging for the direction change as you pass over the enemy's head. The corner juggle into CL.MP is done for tricky reset attacks; cancel it into MK Scramble, then do a frontal or cross-up HP Break.

IX. Charge ←, → + MK + HK/LK + HK ▷ HP, then juggle with either:

Forward jump cancel, HP
220 damage, 350 stun
Forward jump cancel, LP + LK
250 damage, 300 stun
Forward jump cancel (air charge ←), → + MK, land (charge ↓), ↑ + MP
332 damage, 394 stun
Enemy cornered (having charged ↓), ↑ + HP, charge ↓, ↑ + MP,
392 damage, 474 stun
Early charge ↓, ↑ + HP, charge ↙, ↓, ↘, → + K K K
572 damage, 330 stun

The variation jump canceling into jumping HP inflicts the least damage, but you land before the enemy does, giving you time to dash under them just before they settle for a side-switch trick. This is like Sakura going for resets after EX Shunpukyaku. Both combos with HP Psycho Sting should be done as early as possible, timing HP Psycho Sting so that it hits the enemy at a high altitude. This gives you just enough time to juggle with MP Psycho Sting or Ultra II.

The combo in which EX HP Break is jump-canceled into an immediate air MK Spiral Arrow is extremely difficult. Once EX HP Break connects, input ↖ ↑ ← → in a slow motion, then press MK. The slower motion is there to compensate for the height Decapre needs to be before air Spiral Arrow can be done. Immediately start charging down after Spiral Arrow. Once you land from Spiral Arrow, immediately juggle with MP Psycho Sting.

X. CR.MK ▷ HP rapidly (7 hits) ▷ EX Red Focus ▷ dash, CL.MP ▷ HK, charge ↙, ↓, ↘, → + K K K

401 damage, 430 stun

This is an example of a Red Focus combo off of the second-to-last hit of Rapid Dagger. The damage is relatively low considering the expense, but you will find yourself in situations where punishing a whiffed attack with this will end a round, maybe a match. Note that the 7th hit of HP Rapid Dagger must be canceled into Red Focus the exact moment it makes contact, or else it won't combo.

DEE JAY

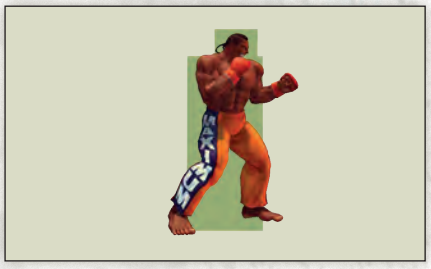
First appearance: *Super Street Fighter II* (1993)

Data

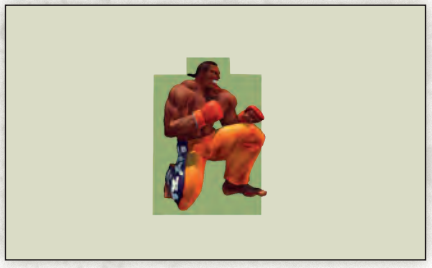
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	1000	B
Forward Walk Distance per Frame	0.055	S
Backward Walk Distance per Frame	0.04	A
Dash Duration in Frames	19	B
Dash Distance	1.15	C+
Backdash Duration in Frames	8 invincible, 8 airborne, 11 recovery (27 total)	C
Backdash Distance	0.9	C-
Pre-jump Frames	4	A
Jump Duration in Frames	37	B-
Diagonal Jump Distance	1.98	B+

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	4
ACTIVE	5
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 70
STUN	70, 130
STARTUP	5
ACTIVE	2 (4) 4
RECOVERY	22
ON HIT	-4
ON BLOCK	-8
CANCEL	SP, SU

NOTES Forces standing, only 1st hit cancelable

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	9
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 60
STUN	120, 80
STARTUP	6
ACTIVE	3 (3) 4
RECOVERY	18
ON HIT	+0
ON BLOCK	-2
CANCEL	SU

NOTES Forces standing, only 2nd hit cancelable, both hits cause limited juggle state on aerial hit, 2nd hit juggle potential 1

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	110
STARTUP	6
ACTIVE	3
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES — Forces standing, safer on hit against crouching opponent, opponent put into free juggle state on counter hit against standing or airborne opponent

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	23
ON HIT	-5 (-4)
ON BLOCK	-9
CANCEL	—

NOTES

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

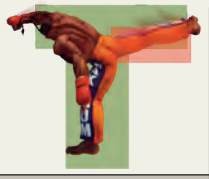
MK



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 60
STUN	50, 100
STARTUP	5
ACTIVE	1, 4
RECOVERY	16
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	11
ACTIVE	4
RECOVERY	23
ON HIT	-5
ON BLOCK	-9
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	80
STARTUP	6
ACTIVE	2
RECOVERY	12
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	7
ACTIVE	6
RECOVERY	9
ON HIT	-3
ON BLOCK	-7
CANCEL	SP, SU

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	11
ON HIT	+0
ON BLOCK	-3
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	90
STARTUP	5
ACTIVE	4
RECOVERY	15
ON HIT	—
ON BLOCK	-5
CANCEL	—

NOTES Hard knockdown

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	140
STARTUP	14
ACTIVE	9
RECOVERY	15
ON HIT	—
ON BLOCK	-6
CANCEL	—

NOTES Hard knockdown, puts airborne opponent into limited juggle state

VERTICAL JUMP NORMAL MOVES

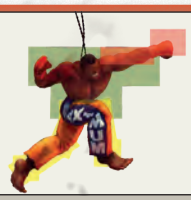
Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	19
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~23f lower body projectile invincible

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	80
STARTUP	7
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincible

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	150
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible, juggle potential 1

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	60
STARTUP	5
ACTIVE	11
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~15f lower body projectile invincible

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	9
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~16f lower body projectile invincible

Neutral jumping HK

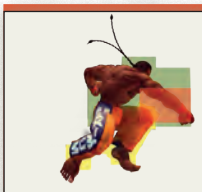


HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	150
STARTUP	9
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	19
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~23f lower body projectile invincible

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	80
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincible

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	140
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	60
STARTUP	3
ACTIVE	12
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincible

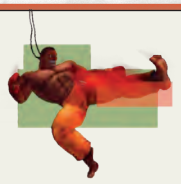
Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	130
STUN	150
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

NORMAL THROWS

Dee Jay's Swing Over Launch front throw places the opponent directly in front of him. You can wait a beat (perhaps whiffing standing LP), then jump straight up and fall with neutral jumping HK for a long-distance safe jump from the front, jump forward with cross-up MK, or jump forward and drop from the front with Knee Shot. You can also simply take the opportunity to drop LP Air Slasher just in front of the opponent's wakeup before following up behind it, or you can empty jump ambiguously right on top of your foe's wakeup, blocking low upon landing to see if they'll risk a big reversal.

Flip Throw, his backwards toss, hurls the opponent an incredibly long distance away, similar to a Sagat or Seth throw. It also does a tad less stun. It's too far to guarantee any follow-up, but it also doesn't floor the opposing character long enough to make it safe to gain meter and move in while whiffing a special like HK Jackknife Maximum or HK Double Rolling Sobat. Either use a back throw mid screen to transition to a keepaway game starting with HP Air Slasher that will near your foe as they rise, or use it to toss them into the corner behind you, where you can toss LP Air Slasher and walk or (slide) forward to close in.



Swing Over Launch LP + LK

DAMAGE	120
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.874

Flip Throw ⟲ + LP + LK

DAMAGE	120
STUN	80
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.879

FOCUS ATTACKS

Dee Jay's Focus Attack lacks range compared to many. His Focus doesn't extend as far as the range of his most-used pokes, so you can't threaten with Dee Jay's Focus as a fishing tool or poke in the same way that you can with many other characters. And, since a blocked lv.1 Focus canceled into forward dash leaves Dee Jay at a punishable -3 disadvantage, you won't want to poke with Focus in the first place unless you're at least planning on either charging to level 2 or backdashing after the hit. Canceling Air Slasher with FADC can be useful to immediately move in behind the projectile shield of LP Air Slasher, while canceling MK or HK Double Rolling Sobat after the first hit with FADC allows you to extend Dee Jay's combos. Just dash forward and link into close MK and continue from there.

USFIV brings Dee Jay new Focus options. You can EX Red Focus cancel the first hit of MK/HK Double Rolling Sobat for a crumple in the middle of a Dee Jay combo, though be careful about doing this from max-range combos—the EX Red Focus Attack might actually whiff. (This is more likely from HK Sobat than MK Sobat, but either one can whiff after long hit confirms, and on characters who reel backwards like Akuma or Decapre.) This is useful to maximize damage from a Sobat opening, but early in a match it's very meter-inefficient. Interestingly (and more efficiently), and also new to *USFIV*, the additional hitstun caused by the first hit of MK Double Rolling Sobat not only makes link combos after FADC easier, but it also gives you time to EX Focus cancel MK Sobat's first hit, charge all the way to level 2, then release for a mid-combo crumple without the need for Red Focus. (Note that, since they're identical in terms of timing, this actually means you also have time to charge up to lv.2 Red Focus after the first hit of MK/HK Sobat, which adds about 30 damage over using Lv.2 Focus, and about 20 damage over using Lv.1 Red Focus.) This is similar to Seth having time to charge to a lv.2 Focus crumple after Sonic Boom ▷ EX Focus. But, just like when canceling the first hit of MK/HK Sobat into EX Red Focus for a crumple, beware that this may whiff on certain characters and in certain positions. This is less likely if you stick to a basic opener like point-blank crouching MP ▷ MK Sobat ▷ Lv.2 EX Focus/Lv.1 EX Red Focus.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+12
ACTIVE	2
RECOVERY	36
ON HIT	-22 (-3)
ON BLOCK	-22 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-16 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	64
ACTIVE	3
RECOVERY	36
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+12
ACTIVE	2
RECOVERY	36
ON HIT	-22 (-3)
ON BLOCK	-22 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-16 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

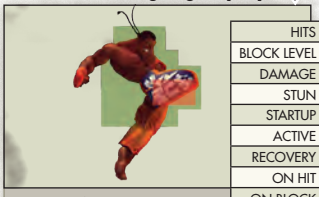
Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	64
ACTIVE	3
RECOVERY	36
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Knee Shot During angled jump, ↖ + LK



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	60
STARTUP	4
ACTIVE	18
RECOVERY	–
ON HIT	+10 MAX
ON BLOCK	+4 MAX
CANCEL	–

NOTES 1~3f lower body projectile invincible

Knee Shot: Dee Jay's only command normal is this jumping knee attack, during which Dee Jay drops from his jump at a sharper angle than usual. Knee Shot is active for a very long time, meaning you can attack very early while jumping. This attack is excellent as a jump-in, which happens to preemptively stuff the opponent's own jumping attack (if they try one), and as a front-hitting counterpoint to cross-up jumping MK. The best distance to jump forward with Knee Shot is about a backdash's distance away from the opponent, where Knee Shot would land in the front, but jumping MK would cross up. In *Ultra Street Fighter IV*, increased advantage on hit from Knee Shot makes it much easier to link a ground combo, but the move has suffered a damage reduction as compensation. Despite the extremely low damage (even jumping light attacks do more), Knee Shot is probably Dee Jay's most important move. Depending on when you perform it during a jump, it has different applications.

Use it immediately after leaving the ground while jumping forward for a "hop," which cuts short Dee Jay's abnormally floaty jump arc. This is great for falling down quickly from long range to bait the enemy's anti-airs or to land immediately after leaping over their fireballs. The only downside to using immediate Knee Shot for "short jumps" or "hops" is that it will whiff over the heads of crouching characters, so you won't even hold them in hit/blockstun, and, since you attacked in midair, you'll use up tripguard and won't be able to block immediately upon landing.

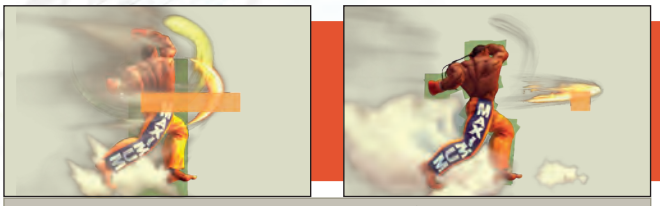
Use it slightly later in the jump, just before the jump's apex while still ascending, to preemptively place a long-lasting, low-risk hitbox in midair. This solves the problem of enemies being able to simply crouch to avoid Knee Shot, so use this "version" when you're close enough to actually fall on your foe, and save the "hop" version for long-range fake outs and fireball avoidance. This is your standing frontal jump-in Knee Shot, probably not intended to hit the enemy so much as to force them to block while Dee Jay moves into point-blank range. (Beware that, oddly, Knee Shot cannot hit crouching Rolento no matter how you time it.)

Finally, use it at the apex of a jump to subtly alter Dee Jay's falling arc, shaving off just a little forward distance. This is not nearly as dramatic as an immediate Knee Shot hop, but it is enough to cause Knee Shot to hit from the front where jumping MK would hit from behind as a cross-up. Common examples of this spacing include after front throw and after a basic close-range combo of CR.LK ▷ CR.LP, CR.MK. No matter which "version" of Knee Shot you use, perform it with ↖ + LK and hold ↖ to start storing Special move charge. If you meet the opposing character air-to-air and Knee Shot pops them backwards into air recovery, you'll land and be ready to throw Air Slasher for meaty pressure. If they stay grounded and you fall on them with Knee Shot, hit or block, you'll be ready to work special moves into your combo or blockstring. Of course, as with any charge character, be fast to start storing charge but be faster to let it go and move around freely when needed, rather than feeling committed to a potential Special move.

SPECIAL MOVES

Air Slasher: Dee Jay's Sonic Boom-like projectile releases very quickly, allowing Dee Jay to walk behind the slow LP version, using it as a shield or a meaty attack against foes waking up. MP and HP versions travel more quickly, making them more suitable for mid- to long-range zoning, combos, and blockstrings. Since the HP version will either connect with the opponent or leave the screen more quickly than the others, the HP version also tends to be the one you can throw back out there fastest. During the EX version, Dee Jay throws two Air Slashers back-to-back. Though it's tight, with the correct spacing, you can link EX Double Rolling Sobat or even Ultra I after the two Air Slashers combo.

Air Slasher Charge ←, → + P



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	12
ACTIVE	–
RECOVERY	26
ON HIT	+3
ON BLOCK	+0
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, charge time 50f, juggle potential 1

EX Air Slasher Charge ←, → + P P

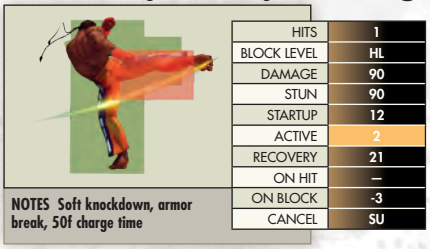


HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	13
ACTIVE	–
RECOVERY	40
ON HIT	+5
ON BLOCK	+1
CANCEL	SU

NOTES 2nd air slasher active on 27f, only cancelable on 2nd air slasher, puts airborne opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, charge time 50f

To throw Air Slashers more quickly, get in the habit of performing the motion by going from → to ← / ↙ before hitting the button. This means you're already storing the charge for another Special move before you've even thrown the current one. Mastering this helps Dee Jay keep up in matches against characters who can zone better with fireballs, like Ryu and Akuma. Cancel out the incoming projectiles you can with Air Slashers, and jump straight up over a fireball (or forward over it with a Knee Shot hop to drop faster) if you won't have time to cancel it with your own. The only problem with Air Slasher is that you must give up your down-back charge to throw one, which means you lose access to Jackknife Maximum, even if you finish Air Slasher's motion with →, ↙ + P to start another charge early. This means that, from mid-range, you won't have a nearly-infallible anti-air to use against opponents who jump over Air Slasher. Depending on the range, be ready to anti-air at a moment's notice with normals like CR. HK and ST. MP. You may have to just block. If you are certain the opponent is looking to jump over your next Air Slasher, you can just jump forward with Knee Shot right after throwing the projectile to preempt them, or you can keep sitting on a down-back charge while whiffing a normal move to fake the beginning of a projectile's animation. If they're coerced into jumping in this way, you'll have Jackknife Maximum ready for them.

LK Double Rolling Sobat Charge ←, → + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	90
STARTUP	12
ACTIVE	2
RECOVERY	21
ON HIT	–
ON BLOCK	-3
CANCEL	SU

NOTES Soft knockdown, armor break, 50f charge time

Double Rolling Sobat: Dee Jay's spinning kick move is useful for different things depending on the button strength. LK Sobat hits quickly for a soft knockdown and is relatively safe on block, especially if you hit with the tip. It can be used for chip damage and spaced blockstring pressure, and it can end combos with a chance to mix-up the opponent's likely quick standing. Unfortunately, as of *USFIV*, it no longer passes through (or "crushes") low attacks, so it is no longer an effective neutral game poke against the enemy's low-hitting kicks and crouch techs.

MK Sobat is unsafe if you poke deep into an opponent with it, but if you aim to hit with only the tip of the second hit, it's fairly low-risk. It can also be used to finish combos, which doesn't cause a knockdown and leaves Dee Jay near the enemy at the tip of his CR. MK sweep's range. In *USFIV*, MK Double Rolling Sobat has become more suitable for FADC and Red Focus combos thanks to increased hitstun on the first hit. You'll have more advantage after Focus dashing forward from it, making a close MK link easier. In fact, there's enough advantage now that, instead of Focus dashing forward immediately, you can charge Focus all the way to level 2 and release it for a crumple. This opens the door for new Dee Jay combos, including ways to hit confirm into either Ultra.

HK Double Rolling Sobat is unsafe if blocked, so save it for combos. It does more damage than the MK version while traveling farther, pushing both Dee Jay and his opponent a little more toward the corner. HK Sobat also allows for FADC and Red Focus combos after the first hit, but the travel distance can actually be detrimental here, making it more likely that Dee Jay's Focus Attack whiffs. Use the MK version when going for Focus extensions, and use the HK version for combos ending in Sobat for max damage, or for a beefier single hit before canceling into Super.

MK Double Rolling Sobat Charge ←, → + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 50
STUN	70, 50
STARTUP	14
ACTIVE	2 (14) 2
RECOVERY	23
ON HIT	+0
ON BLOCK	-7
CANCEL	SU

NOTES 1~11f unthrowable, only cancelable on 1st hit, armor break, 50f charge time, 2nd hit juggle potential 1

HK Double Rolling Sobat Charge ←, → + HK

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 50
STUN	90, 50
STARTUP	14
ACTIVE	2 (14) 2
RECOVERY	24
ON HIT	-1
ON BLOCK	-9
CANCEL	SU

NOTES 1~11f unthrowable, only cancelable on 1st hit, armor break, 50f charge time, 2nd hit juggle potential 1

EX Double Rolling Sobat Charge ←, → + K K

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 60
STUN	90, 70
STARTUP	15
ACTIVE	2 (7) 4
RECOVERY	25
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES 1~7f invincible, 8~11f projectile invincible, 8~15f unthrowable, only cancelable on 1st hit, soft knockdown, armor break, 50f charge time, 1st hit juggle potential 1, 2nd hit juggle potential 2 and disallows further juggles after hit



EX Double Rolling Sobat adds some startup invincibility and causes a spinning knockdown. This allows EX Sobat to be used as a far-reaching horizontal reversal when you're sure the opponent will throw a projectile or try to do something else that opens them up a few steps away. You can bust it out as a Focus breaker from quite far away. EX Sobat also has juggle potential for both hits, allowing you to tack it on for solid damage after launching the opponent with EX Machinegun Upper, anti-air counter-hit standing HP, and crouching HK. As a nice bonus, it blasts them far toward the corner while giving you plenty of time to throw an Air Slasher after them.

LK Jackknife Maximum Charge ↓, ↑ + LK

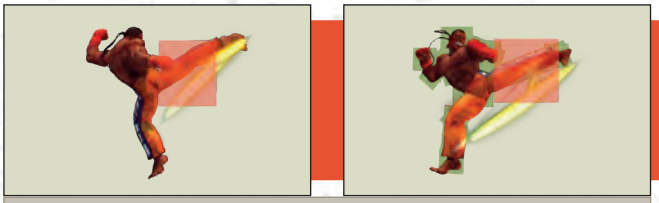


HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	18+11 ON GROUND
ON HIT	–
ON BLOCK	-10
CANCEL	–

NOTES 1~7f invincible, soft knockdown, charge time 55f

Jackknife Maximum: Dee Jay launches himself upward with kicks designed to beat incoming jump-ins. Dee Jay's "upkicks" serve the same purpose as in *Super Street Fighter II*: they're solid anti-airs and great in some juggle combos. LK Jackknife Maximum has the most invulnerability, so it should be your go-to anti-air when in doubt. But MK Jackknife Maximum is strike invulnerable at the beginning, so it will almost always work just as well while leading to a juggle opportunity. LK Jackknife Maximum's initial invulnerable period means you can try using it as a reversal against grounded foes too, but beware that all they have to do to avoid this is to crouch. Use LK Jackknife as a grounded reversal sparingly, if ever.

MK Jackknife Maximum Charge ↓, ↑ + MK



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 30
STUN	50, 50
STARTUP	6
ACTIVE	2 (7) 2
RECOVERY	19+11 ON GROUND
ON HIT	–
ON BLOCK	-20
CANCEL	–

NOTES 1~6f strike invincible, soft knockdown, puts opponent in limited juggle state, 1st hit juggle potential 3, 2nd hit juggle potential 2, charge time 55f

Mid-screen, after knocking the opponent out of the sky with MK Jackknife, you can juggle with HK Jackknife the instant you land if you started storing another down charge immediately. That's four hits and a corner-carry combo just for anti-airing correctly. (If you're near the corner already, two MK Jackknife Maximums in a row do more damage.)

HK Jackknife Maximum Charge ↓, ↑ + HK



HITS	3
BLOCK LEVEL	HL
DAMAGE	40, 40, 30
STUN	50, 50, 50
STARTUP	6
ACTIVE	2 (7) 2 (10) 2
RECOVERY	16+15 ON GROUND
ON HIT	–
ON BLOCK	-33
CANCEL	–

NOTES Soft knockdown, 1st and 2nd hit juggle potential 2, 3rd hit juggle potential 3, charge time 55f

EX Jackknife Maximum Charge ↓, ↑ + K K



HITS	6
BLOCK LEVEL	HL
DAMAGE	50, 20X4, 50
STUN	50, 20X4, 50
STARTUP	4
ACTIVE	1 (4) 1 (5) 1 (8) 1 (3) 1 (5) 1
RECOVERY	15+11 ON GROUND
ON HIT	–
ON BLOCK	-22
CANCEL	–

NOTES 1~8f invincible, soft knockdown, first hit puts opponent in free juggle state, charge time 55, sequential juggle potential hits 1~6: 1st hit juggle potential 0, 2nd hit juggle potential 1, 3rd hit juggle potential 2, etc.

You can also sometimes juggle with HK Jackknife (among other things) after mid-screen EX Machinegun Upper, though this depends on positioning and opposing character size. HK Jackknife Maximum lacks the startup invulnerability properties of the LK and MK versions, so you should restrict using it to juggle opportunities, like right after anti-air CR. HK or anti-air MK Jackknife.

EX Jackknife Upper hits faster and does more damage than other versions, along with increased invulnerability. This is an almost foolproof anti-air against jump-ins and cross-ups, so don't be shy about busting out EX Jackknife when you're feeling pressured on wakeup. Watch out for safe jump setups, empty jump bait, and cautious opponents, however; since every version of Jackknife whiffs against crouching characters, and they're all horrifically punishable on whiff/block (though the farther-traveling MK and HK versions may occasionally get you clear of trouble on whiff, depending on what your opponent is up to).



LP Machinegun Upper Charge ↓, ↑ + P

HITS	3
BLOCK LEVEL	HL
DAMAGE	20, 20, 50
STUN	40, 40, 60
STARTUP	12
ACTIVE	2 (2) 2 (4) 2
RECOVERY	30
ON HIT	–
ON BLOCK	-11
CANCEL	SU, MASH

NOTES 1~23f upper body invincibility, armor break, charge time 55f

MP Machinegun Upper Charge ↓, ↑ + P

HITS	3
BLOCK LEVEL	HL
DAMAGE	30, 30, 50
STUN	40, 40, 60
STARTUP	12
ACTIVE	2 (2) 2 (4) 2
RECOVERY	30
ON HIT	–
ON BLOCK	-11
CANCEL	SU, MASH

NOTES 1~23f upper body invincibility, armor break, charge time 55f

HP Machinegun Upper Charge ↓, ↑ + P

HITS	3
BLOCK LEVEL	HL
DAMAGE	35, 35, 50
STUN	40, 40, 60
STARTUP	12
ACTIVE	2 (2) 2 (4) 2
RECOVERY	30
ON HIT	–
ON BLOCK	-11
CANCEL	SU, MASH

NOTES Armor break, charge time 55f

Machinegun Upper: This multi-hit grounded uppercut is mainly a combo tool, though the EX version has reversal properties, which have been altered significantly from previous versions. EX Machinegun Upper is active in half the time now, but lacks full invulnerability; after the 2nd frame of startup, it will lose to meaty mid-hitting attacks. After the 5th startup frame, low attacks will beat it too. As a reversal or "get off me" tool, it will only cleanly beat throws all the way until it hits.

Machine Gun Upper First Follow-up
During machinegun
Upper mash punch

HITS	3
BLOCK LEVEL	HL
DAMAGE	15, 15, 50
STUN	30, 30, 60
STARTUP	3
ACTIVE	2 (2) 2 (4) 2
RECOVERY	30
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Replaces last hit of ordinary Machinegun Upper

LP Machinegun Upper Final
During Machinegun
Upper mash 4 punch buttons, LP

HITS	4
BLOCK LEVEL	HL
DAMAGE	20, 20, 60
STUN	40, 40, 60
STARTUP	4
ACTIVE	2 (2) 2 (2) 2 (2) 2 (4) 2
RECOVERY	24
ON HIT	–
ON BLOCK	-5
CANCEL	–

NOTES Replaces last hit of Machinegun Upper follow-up, soft knockdown

MP Machinegun Upper Final
During Machinegun
Upper mash 4 punch buttons, MP

HITS	4
BLOCK LEVEL	HL
DAMAGE	25, 25, 50
STUN	40, 40, 60
STARTUP	4
ACTIVE	2 (2) 2 (2) 2 (2) 2 (4) 2
RECOVERY	26
ON HIT	–
ON BLOCK	-7
CANCEL	–

NOTES Replaces last hit of Machinegun Upper follow-up, soft knockdown

HP Machinegun Upper Final
During Machinegun
Upper mash 4 punch buttons, HP

HITS	4
BLOCK LEVEL	HL
DAMAGE	30, 30, 55
STUN	60, 60, 60
STARTUP	4
ACTIVE	2 (2) 2 (2) 2 (2) 2 (4) 2
RECOVERY	30
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Replaces last hit of Machinegun Upper follow-up, soft knockdown

On hit or block, all versions have extensions generated by mashing P, like with Blanka's Electric Thunder or E. Honda's Hundred Hand Slap. On block, normal versions of Machinegun Upper canceled into its extension have quite a bit of pushback, making them safe from most retaliation, sort of like Decapre ending blockstrings in LP Rapid Dagger or Dudley using LP Machinegun Blow. EX Machinegun Blow now pushes back less than it used to, even when you mash P for the extension, so it's not safe on block. Normal versions launch the opponent, but not into a juggle-able state; they're simply knocked down. Since the extensions make them safer on block and add damage on hit, there's no reason not to do them with normal versions. With EX Machinegun Upper, it's the opposite. Mashing the extension won't save you from punishment, and the extension is actually detrimental on hit, since it counts as another attack, therefore negatively influencing damage scaling for your follow-up juggle hits. The EX version launches the opponent much higher (higher in *USFIV* than in previous versions) while placing them in a limited juggle state. Both hits of EX Double Rolling Sobat will juggle here for a long corner push. It's even possible to either walk or dash forward before juggling with a full Ultra II just before they hit the ground. (In the corner, you can simply perform Ultra II after EX Machinegun Upper without moving.)

Any version of Machinegun Upper can be used in combos, though only in point-blank, one- or two-hit sequences, like CR.LP linked to CR.LP, or CR.MP/CR.HP by itself canceled straight into the Special. Because EX Machinegun Upper is too imperfect a reversal to rely on regularly solely for that purpose, your temptation to try it anyway when pressured will depend on how useful it would be to score a surprise launch into an EX Sobat or Ultra II juggle. If it can get you back into a round that was slipping away, or seal the deal against a low-vitality opponent, it's worth going for occasionally.





EX Machinegun Upper
Charge ↓, ↺ + P

HITS	5
BLOCK LEVEL	HL
DAMAGE	16X4, 50
STUN	25X4, 60
STARTUP	6
ACTIVE	2 (4) 2 (2) 2 (2) 2 (2) 2
RECOVERY	24
ON HIT	–
ON BLOCK	-8
CANCEL	SU, MASH

NOTES 1~2f invincible, 3~4f low crush, 3~6 throw invincible, projectile hitbox, armor break, puts opponent in limited juggle state, charge time 55f

EX Machinegun Upper Final
During EX Machinegun
Upper mash P

HITS	4
BLOCK LEVEL	HL
DAMAGE	16X3, 50
STUN	25X4, 60
STARTUP	2
ACTIVE	2 (10) 2 (4) 2 (32) 2
RECOVERY	31
ON HIT	–
ON BLOCK	-12
CANCEL	SU

NOTES Puts opponent in limited juggle state

SUPER & ULTRA COMBOS



LK Sobat Carnival
Charge ←, ↓↓ →, ↓↓ → + LK

HITS	7
BLOCK LEVEL	HL
DAMAGE	40X6, 110
STUN	0
STARTUP	1+6
ACTIVE	2 (17) 2 (18) 2 (2) 2 (10) 2 (4) 2 (32) 2
RECOVERY	31
ON HIT	–
ON BLOCK	-12

NOTES 1~8f invincible, hard knockdown, charge time 55f, super hit number = juggle potential, e.g., 4th hit of super has potential 4

MK Sobat Carnival
Charge ←, ↓↓ →, ↓↓ → + MK

HITS	7
BLOCK LEVEL	HL
DAMAGE	40X6, 110
STUN	0
STARTUP	1+10
ACTIVE	2 (16) 3 (17) 2 (3) 1 (10) 2 (4) 3 (31) 3
RECOVERY	30
ON HIT	–
ON BLOCK	-12

NOTES 1~11f invincible, hard knockdown, charge time 55f, super hit number = juggle potential

HK Sobat Carnival
Charge ←, ↓↓ →, ↓↓ → + HK

HITS	7
BLOCK LEVEL	HL
DAMAGE	40X6, 110
STUN	0
STARTUP	1+12
ACTIVE	2 (17) 2 (18) 2 (2) 2 (10) 2 (4) 2 (32) 2
RECOVERY	31
ON HIT	–
ON BLOCK	-12

NOTES 1~11f invincible, hard knockdown, charge time 55f, super hit number = juggle potential

Super Combo: Sobat Carnival: Dee Jay's Super Combo is a damaging series of seven Sobats. The button you use determines how quickly the Super hits and how far it travels: the LK version hits fastest but doesn't travel very far, while the HK version is slowest to hit but moves the farthest. Any version of Sobat Carnival passes through projectiles during the first spinning kick, so it can be used from two or three steps away on reaction to a fireball being thrown (even further, if you dash as part of the Super's motion). But beware opponents who try to bait anti-fireball reactions with moves like whiffed standing LK. You can work this Super into combos by Super canceling into it from any combo into Air Slasher or MK/HK Double Rolling Sobat. If the opponent gives you a huge opening, or if you crumple them with a Focus Attack, you can simply cancel into Super from 2-hit close standing HK.

Interestingly, this Super is one of only two Ultra cancelable moves in the game. (The other one is Dan's Super Taunt.) Immediately after initiating this Super, start storing another charge, then perform Ultra I during the fourth or fifth hit. Dee Jay's Super cancels into his Ultra and fully combos on hit! On block, this is punishable at the end, but not before it does a whopping 200 unavoidable chip damage. (Though beware that this isn't a true blockstring against Elena.) If the opponent is low on health during the deciding round, you shouldn't hesitate to finish a blockstring with Super → Ultra I if this will win. This is a true blockstring, so there's no place for the opponent to escape. On hit, this whole sequence combos and does stupendous damage.

UCI: Sobat Festival: The Ultra version of Dee Jay's series of Sobats, which is five kicks ending in a walloping uppercut. Like Dee Jay's Super, the initial spin kick of this move is projectile-invincible, so it can blow through fireballs from mid-range when you read or react to them. In *USFIV*, Ultra I travels farther than before at the beginning, making it better for this purpose. Like with Balrog's Violent Buffalo Ultra Combo, advanced players can get mileage out of this Ultra from outside mid-range by dashing toward an incoming projectile as part of the Ultra's motion (charge ←, →←→ + K K K). This won't work against characters who quickly recover from throwing projectiles, like Guile, Poison, or Dee Jay himself in a mirror match.

Sobat Festival
Charge ←, →←→ + K K K



HITS	6
BLOCK LEVEL	HL
DAMAGE	60X5, 173
STUN	0
STARTUP	0+11
ACTIVE	2 (18) 2 (25) 2 (5) 2 (23) 2 (21) 2
RECOVERY	58
ON HIT	–
ON BLOCK	-29

NOTES 1~12f invincible, hard knockdown, charge time 55f

Climax Beat
Charge ↙, ↓, ↘ + P P P



HITS	8
BLOCK LEVEL	HL
DAMAGE	45, 8X42, 81
STUN	0
STARTUP	0+7
ACTIVE	2 (2) 2 (2) 2 (2) 2 (2) 2 (2) 2 (2) 2 (2) 2
RECOVERY	48
ON HIT	–
ON BLOCK	-29

NOTES 1~7f invincible, 8~11f upper body invincible, armor break, hard knockdown, juggle potential 1, goes into cinematic on hit, juggle potential 1

Ultra I is difficult, but possible, to confirm in combos. If you start charging immediately after EX Air Slasher, you can sometimes (usually only against crouching characters, or wider characters like Balrog or another Dee Jay) link Ultra I from mid-range just after the second Air Slasher hits. More reliably (but more difficult, mechanically-speaking), and new for Dee Jay in *USFIV*, you can combo into the first hit of MK Sobat, cancel into a level 2 Focus crumple, then dash and link Ultra I.

UCII: Climax Beat: Dee Jay's Ultra version of Machinegun Upper is one of the most damaging Ultra Combos in the game. It can be difficult to actually land, however. It works as an early anti-air, but beware characters who can alter their jump arcs on reaction after the Ultra screen freeze. You can easily juggle with this Ultra after landing EX Machinegun Upper near a corner, but that requires a corner. In order to land this Ultra consistently at mid-screen, you'll need to master landing EX Machinegun Upper, immediately charging ↙, then either dashing or walking forward as part of the Ultra's input command.

Recommended Ultra Choice: Matchup Dependent or Personal Preference

Ultra II used to be a clearer winner. The increase in initial range for Ultra I, along with the new ability to combo into it using a Red Focus or charged lv.2 Focus crumple, has increased that Ultra's appeal. Ultra II is still great for verifiable combos at mid-screen using only one bar of Super Gauge, but Ultra II does a little less damage than it used to, and Ultra I has gained usefulness. Since both of their uses are fairly situational and non-overlapping, you might even opt to go with W Ultra to maximize your openings.

Overview

PROS:

- Terrific walk speed and far-reaching jump (which can be cut short with Knee Shot)
- Air Slasher projectile releases and recovers quickly, allowing Dee Jay to keep up in projectile wars and safely end blockstrings
- Knee Shot and jumping MK allow for ambiguous mix-ups from the same jump distance; early Knee Shot lands in front, jumping MK lands behind
- Front throw, CR.MK, and CR. HK put grounded foes in ideal position to be threatened by ambiguous jump-in tricks

CONS:

- Lacks a reliable mid-range poke; Air Slashers fulfill this purpose, but require momentarily giving up Jackknife Maximum charge
- Weak anti-air and anti-Focus options without charge
- Lacks an all-purpose reversal; EX Machinegun Upper and LK/MK/EX Jackknife Maximum are good in certain situations, but each has counters; Ultra II is a good reversal, but guessing on raw Ultras tends not to be a good long-term tactic
- Below-average damage on successful exchanges
- More damaging combos are situational and require advanced-level execution

Dee Jay is a well-rounded character who has many tools but no single dominating aspect. He can be played as a zoner or as a rushdown character, and can switch between both. You have the option of turtling with Air Slashers to build meter and harass from long range, or rushing down with cross-ups and Knee Shots based on the situation. Regardless of approach, Dee Jay's primary objective should be to push the opponent toward the corner, while taking what comes along the way. In the corner, the opponent has no space to back away from Dee Jay's attacks, and his combo potential, combo ease, and mix-up ambiguity are increased.

Your objective is to push your opponent toward the corner. Achieve this by:

- Attacking from long range with Air Slashers while refusing to give up ground
- Moving forward when possible using Dee Jay's excellent walk speed, Knee Shot hops, crouching HK, and by throwing and following LP Air Slasher
- Where possible, retaining a down-back charge to repel jump-ins with corner-carrying Jackknife Maximums
- Capitalizing on punish opportunities and clean hits with corner-carrying combos
- When closer to your corner than the opponent's, using back throw to instantly shift the playing field to your desired position

DEE JAY'S TUNING HISTORY



Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
CL. MP active frames increased from 4 to 5	Better as anti-air
CL. HK 1st puts opponents in limited juggle state, 2nd hit given juggle potential 1	Better as anti-air
ST. LP hurtbox reduced	Better as a poke
ST. MK damage redistributed from 30, 80 to 50, 60, 1st hit hitbox extended, first hit now special and Super cancelable	—
CR. MP damage increased from 70 to 80, hitbox extended	Allows for use in combos from further back
Diagonal jumping MK pushback reduced	Allows for cross-up jumps to lead to combos more often
Air Slasher recovery reduced from 26 frames to 24, counter hit time increased	Faster recovery but gives opponents more damage when punished
LK Double Rolling Sobat startup reduced from 14 frames to 12, lower body invincibility reduced	Faster as a poke but no longer crushes low attacks
MK, HK, EX Double Rolling Sobat now has additional hitstun on first hit	Leaves Dee Jay at +6 after an FADC allowing for FADC combos
Machinegun Upper extension final hit damage increased from 50 to 60	—
LK Jackknife Maximum damage increased from 100 to 120	—
MK Jackknife Maximum strike invincibility increased from frames 1~4 to frames 1~6	Strike invincible until active, much better as anti-air
HK, EX Jackknife Maximum hitboxes extended	More reliably juggles opponent
Ultra II buffer window increased	Ultra II is easier to perform out of a dash allowing for easier use in a combo after EX Machinegun Blow

Arcade Edition to 2012 Update

CHANGE	EFFECT
CL. HK 1st hit now forces stand, 2nd hit hitbox extended downward, blocked disadvantage changed from -4 to -2	2nd hit no longer whiffs on crouching opponents
ST. MP hitbox extended further, now Special and Super cancelable	Works as a better tool from mid-range
Air Slasher is no longer counter hit during recovery frames	AE change reverted
LK Double Rolling Sobat damage increased from 80 to 90	—
MK Double Rolling Sobat 2nd hitbox extended when 1st hit hits, damage increased from 100 to 110	2nd hit is more consistent when the first hit connects, the hitbox stays the same on whiff or block
HK Double Rolling Sobat damage increased from 120 to 130	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
ST. MP startup reduced from 7 frames to 6	New link potential, better as anti-air
ST. HP late active frames now puts opponent in free juggle state on counter hit	—
CR. LK startup reduced from 5 frames to 4	Easier to beat out fast attacks and throws, better as a combo starter and crouch tech
CR. MP hitbox expanded forward	Better as a poke and combo extender
CR. MK damage increased from 70 to 80	—
CR. HP hitbox extended forward	More useful as a poke
Knee Shot hitstun increased by 3 frames, damage reduced from 50 to 30	Easier to use in combos but less damage on its own
Air Slasher chip damage increased from 12 to 15	—
LK Double Rolling Sobat changed from -5 to -3 on block, no longer has lower body invincibility	Now generally safe on block especially when used at max distance though no longer able to crush attacks such as Ryu's CR. MK
MK Double Rolling Sobat 1st hit hitstun increased by 2 frames	FADC on hit leaves Dee Jay at +8 rather than +6 giving him an easier time linking afterward
EX Machine Gun Upper startup reduced from 12 frames to 6, full invincibility reduced from 1~4 frames to 1~2, all but midsection invincibility changed from 5~9 frames to 3~4, upper body invincibility changed from 10~31 frames to 5~25, gained throw invincibility from 1~7 frames, changed from -5 to -8 on block (from -9 to -12 with mash), floats opponent higher on hit, less pushback on block, and can be EX Focus canceled on all hits	A multitude of changes make EX Machinegun Blow a faster reversal, less safe on block, and easier to combo into Ultra II on hit
Ultra I travels further during the first 2 kicks	Easier to punish fireballs and more likely for all hits to land on a successful hit
Ultra II damage reduced from 501 to 460, full cinematic version recovery reduced by 11f	Dee Jay no longer at disadvantage after full UII

LONG RANGE

Dee Jay's lengthy jumps, top-of-the-line walk speed, Knee Shot hop, and Air Slasher projectiles allow him to keep up at long range. Against incessant projectile zoners, you can at least output Air Slashers quickly enough to keep up, but you'll be overwhelmed if they mix in multi-hit fireballs, like EX Hadokens or Akuma's Shakunetsu projectile. Be ready to vertical jump or Knee Shot hop over projectiles you can't cancel out. You can also jump when you don't have charge for Air Slasher. While Dee Jay can keep up in projectile battles, and this builds valuable meter and gives you some information about the opponent, you won't score much damage from here against characters with heftier long-range options. Against other projectile characters, you'll eventually want to break into close range, while resisting their projectiles and pushing them back to the corner.

If another zoner decides to take initiative first and approach, you'll have Air Slashers to intercept them on the ground. If they attempt to jump from long range and you have charge ready, nail them from the sky with MK Jackknife Maximum. (Juggle with HK Jackknife Maximum immediately afterwards if they're floating close enough when you land.) If you don't have charge but you read their intent to jump early, you can attempt to make them fall on the end of your crouching HK slide, or you can fish for standing HP. The far version of standing HP is a somewhat sluggish uppercut that launches airborne targets into a juggle-able state, but only on counter hit. In order for this to work, the opponent has to try to jump in with a long-reaching jump-in.

You'll definitely want to spend a little time in training mode seeing how this potential early anti-air works if you want to have it ready in a match. Crouching HK is much easier to implement; just try to be ready to step forward and slide into their landing zone when you see them begin to jump. When successful, you have an immediate opportunity to juggle them with Jackknife Maximum or even either Ultra, though this can be hard to verify in time.

When you decide to move in, Knee Shot hop forward over a projectile with a shortened arc that keeps Dee Jay safer from harm. CR. HK can also be used to go under some projectiles, but it's harder to implement, especially online. From the edge of mid-to-long range, if you anticipate and react to the very start of their projectile startup (or a Focus charge), you can blow them away with EX Double Rolling Sobat.

Against characters who lack mobility options or projectiles of their own, like grapplers, you will likely opt to just stay at this range. This isn't where Dee Jay gets big damage, but it doesn't matter if they can't stop you from keeping them at bay. Keep your distance, pegging them with Air Slashers of varying speeds to keep them guessing. Big, low-mobility characters can have extreme troubles getting in past Air Slashers when Dee Jay at mid-to-long range can also sit on down charge for MK Jackknife Maximum. Dee Jay's preemptive forward jumping Knee Shot from this range will also snuff any forward movement grapplers try, with the obvious exceptions of Hugo's Shootdown Backbreaker and Abel's Falling Sky.

MID-RANGE

Dee Jay has solid options far away and close up, but mid-range is typically not where you want to be. His farthest-reaching poke, standing HK, is slow, single-hit Focus bait, as is his crouching HK slide. Standing MK has two hits, allowing it to break normal Focus charges, but it doesn't get both hits except from a very particular range, which is really more like the edge of close range. Crouching MK, while a great tool for Dee Jay, has less reach than similar good sweeps and low pokes from many other mid-range focused characters. Air Slashers can be treated as extensions of Dee Jay's body, like mid-range pokes or the fireballs of other characters, but if they predict your projectile and jump in over it, you'll have no charge for Jackknife Maximum, and therefore no reliable anti-air. Standing MP and close MP can work because of their speed, but they don't have particularly high-priority hitboxes for anti-air applications. And his Focus Attack isn't noteworthy for speed or range, just like the rest of his mid-range arsenal.

From this range, you'll have to be comfortable with strong defensive plays and movement that isn't married to a back or down charge. Dee Jay is tied for fastest forward walk speed in the game, one of the few places where a trait of his isn't decidedly average. Use this to walk forward far enough to compensate for the short reach of crouching MK, and to get close enough for the opponent to have to block both hits of standing MK. Slide is not a good engagement tool unless you're aiming at them on the ground with just the tip, or using it as an early anti-air; from closer in, it's not safe when blocked, and they can simply Focus absorb it, which scores them a crumple against you. You can react to Focus charges with Sobats if you have charge ready, but LK Sobat no longer works that well as a mid-range engagement tool since it no longer beats low pokes. Still, the edge of LK Sobat's range isn't a bad place to sit on a charge, since you're still close enough to transition to walking in with crouching or standing MK, and you'll be ready to respond to Focus charges with Sobat or jumps with Jackknife Maximum.

Taking your own initiative to jump forward from this range can be accomplished if you threw LP Air Slasher from long range and followed behind it; you can jump early with jump-in HK or Knee Shot to keep them in blockstun and achieve close range, or walk forward slightly farther and jump later to cross over them with Dee Jay's lengthy jump. It's not recommended that you jump-in during the neutral game without an Air Slasher out to cover you first, since Dee Jay's slight extra hang time can make him easier to anti-air. When you jump forward without projectile cover, drop immediately with Knee Shot like intentionally whiffing dive kicks with Yun and Yang. Make sure you position them so that the opponent's big anti-air specials, should they go for them, will miss. Show the opponent a lot of this behavior and it will eventually exhaust their ability to tell when you're really threatening with a jump, which will allow you to finally jump on top of them. When you're desperate to generate offense, you can also engage into close range with Air Slasher ▷ FADC forward, which allows you to walk right up to them, or one hit of blocked MK or HK Double Rolling Sobat canceled into FADC forward, which places you at point-blank range and can be confirmed into link combos on hit.

CLOSE RANGE

Up close, Dee Jay's options are more appealing than at mid-range. He has blockstrings that allow you to build charge along the way, good normals for up-close poking and frame traps, and his front throw, crouching MK, and crouching HK all knock them down right in place for another close-range mix-up. Crouching LK has sped up by 1 frame in *USFIV*, making it a better opening strike and crouch tech tool. You can hit-check starting with CR. LK from point-blank range (see Combo II), starting with CR. LP instead when faster speed is important (like after a blocked Knee Shot), or when you need to link into the second hit to enable an immediate cancel into Special (like in Combo I).

Condition the enemy with the tip of CR.MK and the low-hitting opening of Combo II. When you have charge, you can end failed offensive openings and blocked strings by canceling into Air Slasher for a little chip (slightly improved in *USFIV*). Canceling blocked strings into LK Sobat can also garner a little chip and keep you relatively close to them, and though this is technically at a disadvantage, Dee Jay is usually safe from punishment if you've been pushed back by a lead-in blockstring (for example, CR. LK ▷ CR. LP, ST. LK ▷ LK Sobat, which also has a built-in gap that gives the enemy a chance to stick something out for you to counter hit).

If your enemy wants to escape blockstring pressure, they may mash on backdash for a brief invincible escape during your gaps. You can check the enemy's attempts to backdash away from your blockstrings with an option select input of CR. LP ▷ CR.LP + HK, which will trigger a slide if they evade the first normal move. You can also mix in chains of repeated crouching LK to discourage attempts to backdash or jump away, though because of how Dee Jay's normals push him back on hit, you typically can't convert to anything meaningful if you realize your opponent is eating repeated crouching LK kicks. You're at least left at a neutral situation on hit, allowing you to immediately press with a walk-up throw, Combo I or Combo II starter, or an immediate frontal Knee Shot hop or cross-up MK when the enemy is totally preoccupied with guarding your ground game.

Dee Jay doesn't have a quick overhead; frontal falling Knee Shot is as close as he gets. This means your main mix-up, besides Knee Shot vs. cross-up MK when you can threaten with it, is normal poke vs. throw. You'll have to walk up and strike with your 4-frame crouching LK and your 3-frame crouching LP. Unless you're point-blank on a confirmed hit and already storing a charge, you may often only get a confirmed link into crouching MK off of stray light pokes, but at least this results in a hard knockdown and an immediate mix-up in your favor, which is nothing to laugh at. When the enemy has totally clammed up against your Knee Shots and combo openers, you can start to throw them. Enemies who reply to the pressure of being thrown by either poking with quick light attacks or mashing on crouch tech leave themselves open to staggered light attacks; you can simply use your normal up-close hit-checks, but with minute gaps left between button presses. Since you have a 3-frame low jab that is +3 on block, there is no crouch tech they can attempt that won't get them counter hit for their trouble. The enemy's response to a mix of quick hit-checks, staggered pokes, and normal throws will often be to block at first, then to use late crouch techs and/or standing throw escapes against expected, delayed walk-up throws. This is where you can start to leverage Dee Jay's frame trap openings. Close MK (Combo III's opener) hits in 5 frames and leaves Dee Jay at +6 on hit or +3 on block. You can more or less land any combo Dee Jay is capable of after opening with close MK, especially point-blank.

The activation range of close MK is far enough to poke with it after a single close-range crouching LP, or after itself pushed deep into wide, crouching characters. Close MP (Combo IV) is active 1 frame sooner, but only leads to a follow-up on counter hit. Still, it's useful to give your opponent a different link-breaking timing to worry about besides close MK.

When you're on defense at close range, you'll have to make a decision, since Dee Jay lacks catch-all solutions. If you are certain of a standing opponent—like one who is going to be walking or dashing forward, or going for a throw—you can reversal with LK Jackknife Maximum, which is fully invincible, but will whiff (probably just making things worse) if they're crouching. LK (or EX) Jackknife Maximum can easily blow up ill-timed jump-ins and will even auto-correct directions against brutal cross-ups with awesome accuracy, but it can be baited by empty jumps that land just a frame earlier, which are hard to eyeball in the moment. EX Machinegun Upper's speed has been vastly increased, making it potentially more appealing as a reversal. But its invincibility runs out before the first active frame, making it ultimately weak to anything but throws, which Jackknife Maximum can already defeat with no meter spent. (Jackknife Maximum does not, however, create a potential half-damage juggle on hit when it works.) You can FADC away from EX Machinegun Upper if it's blocked, but if it gets snuffed before it even hits, you'll have nothing to backdash away from. And EX Double Rolling Sobat, while invincible on startup, does not hit quickly enough to punish the enemy's quickly-recovering meaty attacks. On defense with Dee Jay, if you cannot make an exact read as to your enemy's next offensive opening, it can be better to just try to block, or to Focus-tech backdash on wakeup (LP + LK + MP + MK ▷ ⟲ ⟲). This will break throws, absorb a hit, and escape with brief invincibility. If you have over two bars of Super Gauge, this will create the same option select but with Red Focus, spending your meter. This is obviously not ideal, but then there is no ideal Dee Jay escape; you will have to do the best you can with an informed guess on the enemy's offense, and try not to get into a pressured situation in the first place if you can help it.

Combos

I. Storing ↙ charge, CR. LP, CR. LP then:

CR. MK
104 damage, 172 stun
CR. LK ▷ ↷ + LK
127 damage, 203 stun
↙ + P P (start charging ⟲), ↷ + K K
230 damage, 340 stun (244/366 with EX Machinegun Upper mash extension)
↙ + P P (immediately go back to ↙), ↷ ↷ ↖ ↙ ↶ + P P P
407 damage, 228 stun

Dee Jay's simple bread-and-butter into sweep, LK Sobat, a corner-pushing double-EX combo, or an EX launch into Ultra II. Always keep linking into crouching MK in mind with Dee Jay. It may not be as high-damage or glamorous as many character's choice combo enders, but it causes an easy hard knockdown and instantly sets up a cross-up/fake cross-up chance. Mix your opponent up well and you may score several quick combos ending in CR. MK back-to-back. The LK Sobat version pushes them back a bit and gives you a chance to attack their quick standing for a different anti-wakeup look. If you have two bars of meter to burn and want to push them toward the corner, cancel the second crouching LP into EX Machinegun Upper, then juggle them on their way down with both hits of EX Double Rolling Sobat. Being able to cancel the second CR. LP up close, so that EX Machinegun Upper hits correctly, is the reason this starts with CR. LP linked into itself rather than a chain of CR. LK ▷ CR. LP.

Finally, the variation ending in Ultra II. This is important to making Dee Jay threatening mid-screen. Roll from ↙ to ↙ to cancel into EX Machinegun Upper then immediately go back to ↙, and don't mash the extension. Just when Dee Jay recovers from EX Machinegun Upper, buffer a forward dash and then execute this command to end just as the dash does: ⟳ ↙ + P P P. This peculiar shortcut motion fulfills the Guile-/Dee Jay-style ↙ ↖ ↙ ↶ motion, and is much more natural to accomplish during a dash. If you have incredibly precise timing, you can opt to walk forward for a few frames instead of dashing as part of your Ultra command. It's possible to walk forward briefly in the middle of the motion without ruining it. This combo has mostly gotten easier in *USFIV*, thanks to EX Machinegun Upper launching the opponent higher than before, but watch out: it's no longer possible to land this on E. Honda or Dudley mid-screen. In the corner, you can simply launch them with EX Machinegun Upper, pause, then Ultra II as they descend.

II. While storing ↙ charge, CR. LK ▷ CR. LP, ST. MK (1 hit) then cancel into either:

→ + LK
153 damage, 203 stun
→ + HK
181 damage, 238 stun
→ + HK ▷ ← →← → + K
356 damage, 203 stun
→ + MK ▷ **Lv.2 Focus Attack release (start charging ↙),** ↙ ↙ ↻ + P P P
333 damage, 264 stun
→ + MK **(start charging back)** ▷ **Lv.2 Focus Attack release** ▷ → →← → + K K K
314 damage, 264 stun

A reliable combo that can begin with a crouch tech input of CR. LP + LK. Chain crouching LK into crouching LP while holding ↙, then roll to ← to keep storing charge while linking one hit of ST.MK. The version of Double Rolling Sobat to cancel into depends on what you want to do afterwards. LK Sobat causes a soft knockdown and can set up an immediate cross-up/fake cross-up attempt against opponents who use quick standing. HK Sobat causes more damage, and is the best lead-in to a Super cancel if you have full meter. The MK version is best if you're going for an FADC extension or a Red Focus/Focus crumple. On block, cancel the first hit of ST.MK into Air Slasher rather than Double Rolling Sobat for safety and chip.

Standing MK isn't the most damaging normal to use for this combo, but it is the most consistent. Crouching MP does more damage, and has a significantly improved hitbox over previous versions of *USFIV*, so it won't whiff in combos as often, but it's a 1-frame link from CR. LP. Standing MP does more damage, but is also a 1-frame link, and whiffs over most crouching character's heads. Still, keep those in mind, especially if your plink execution is on point. For an even easier link than ST.MK, you can use CR.LK, but this forces you only to use LK Sobat when finishing the combo, since CR.LK doesn't cause enough hitstun for heavier Sobats to connect in time.

For the MK Sobat variation into Ultra II, you don't have to dash cancel the lv.2 Focus Attack. You can simply perform the Ultra a split-second after Dee Jay recovers from Focus naturally (something you almost never want to do, usually) and he'll catch them as the opponent slumps forward. For the variation into Ultra I, you'll have to build the Focus cancel and lv.2 charge into your Ultra motion. Hold ← + MP + MK to initiate the Focus cancel and start charge, keep holding ← even after you release lv.2 Focus for the crumple, and cancel the Focus hit with → → as late as possible during the hitstop for the hit to avoid breaking charge early. If you timed the Focus release and late dash properly, you'll merely need to buffer ← → + K K K at the end of the dash to finish the Ultra command. The key is that this command must be smooth and precise rather than sudden and spastic.

III. While storing ← charge, CL. MK, CR. LP, then link either:

CR. MK
154 damage, 222 stun
CR. MP ▷ → + HK
245 damage, 312 stun

Generally speaking, this is Dee Jay's strongest meterless combo. Close standing MK opens up lots of combo potential, since many different things can link right after. Crouching LP is the easiest, but you can link right into all of his light and medium normals, including another close MK if you're still close enough after the first one, like after a deep jump-in, or when starting from point-blank range on a wide character like Balrog or E. Honda. The optimal version of this combo, landed deep against wide characters, is actually close MK x2, standing MP.

For ease, you can opt to simply follow close MK with crouching MK for a sweep and hard knockdown. For variations using Special moves, make sure you start storing back charge right as you're doing close MK and you'll have time to get the Sobat charge even from walk-up CL.MK; roll to ↙ from ← + MK and you'll continue storing back charge during crouching moves. Against standing characters, you can use ST.MP instead of CR. MP for a tiny bit more damage.

For two stocks, you can use MK Sobat instead and FADC forward to link CL.MK, or charge up to lv.2 Focus and link a crumple. For three stocks, you can use MK Sobat into EX Red Focus and let it rip (at either lv.1 or lv.2). With enough meter, the first hit of HK Sobat can be canceled into Super for big damage. (For bigger damage, follow this by canceling Super into Ultra I).

Replace HK Rolling Sobat with LK Sobat if you want an opportunity to threaten their wakeup; replace it with EX Sobat if you want to blast them toward the corner.

IV. While charging ←, counter-hit CL. MP, CR. LP, then either:

CR. MK
171 damage, 247 stun
CR. MP ▷ → + HK
262 damage, 337 stun

Dee Jay's close MP is active in only 4 frames and allows for a link into CR. LP on counter hit. If you don't have a charge ready (which you won't if you walked aggressively into the enemy's grill and then poked with point-blank CL. MP), you'll have to settle for linking into CR.MK afterwards for a hard knockdown. If you do have charge ready, you can go for a 1-frame link from CR. LP to CR. MP canceled into HK Double Rolling Sobat, among other options. As in other Dee Jay combos, you can opt to make this easier (and also less damaging) by linking something like CR. LK ▷ LK Sobat after CR. LP instead. If close MP is blocked, Dee Jay is only left at a minor disadvantage of -1.

V. While charging ↙, CR.MP ▷ → + MK, then cancel into either:

Lv.1 Red Focus release ▷ **dash (start charging ↑),** CR.MP ▷ ↓ + MK **(start charging ↑),** ↓ + HK
329 damage, 358 stun
Lv.1 Red Focus release (start charging ↙), ↙ ↙ ↻ + P P P
430 damage, 220 stun
Start charging ←, Lv.1 Red Focus release ▷ → →← → + K K K
440 damage, 220 stun

Examples of using a Red Focus crumple mid-combo to punish the enemy. Charging a level 2 Focus Attack works in the same situation and uses less Super Gauge, but requires more precision and does a little less damage. Charging to a level 2 Red Focus Attack does less damage, but shrinks your margin for error.

VI. While charging ←, CL. HK (2 hits) ▷ →← → + K (start charging ←), →← → + K K K

654 damage, 200 stun

A simple, max-damage implementation of Ultra canceling from Dee Jay's Super Combo. You might land this off a clean jump-in over an anticipated mid-range fireball, or off a Focus poke that results in a crumple. Begin charging for Ultra I immediately after completing the Super command, and input the Ultra command after four hits of the Super.

DHALSIM

First appearance: *Street Fighter II* (1991)

Data

STAT	VALUE	RANK
Vitality	900	D
Stun Threshold	900	D
Forward Walk Distance Per Frame	0.025	D
Backward Walk Distance Per Frame	0.02	D
Dash Duration in Frames	32 frames	E-
Dash Distance	1.801	S
Backdash Duration in Frames	8 invulnerable, 10 airborne, 11 grounded (29 total)	D-
Backdash Length Distance	1.437	S-
Pre-jump Frames	3	S
Jump Duration in Frames	56	E
Diagonal Jump Distance	2.2	A+

W Ultra Damage: 60%

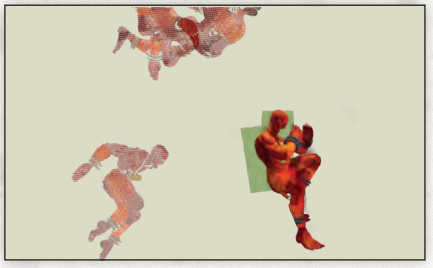
Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3

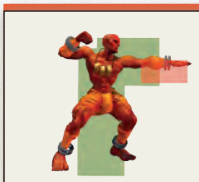


Costume 4



STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	9
ON HIT	+2
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	80
STARTUP	9
ACTIVE	3
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	—

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	140
STARTUP	10
ACTIVE	6
RECOVERY	16
ON HIT	+1
ON BLOCK	-4
CANCEL	—

NOTES —

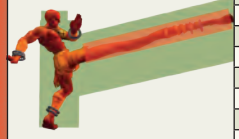
LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	7
ACTIVE	4
RECOVERY	8
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

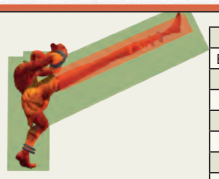
MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	9
ACTIVE	3
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	160
STARTUP	13
ACTIVE	4
RECOVERY	16
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES —

BACK STANDING (ST.) NORMAL MOVES

⟲ + LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	14
ACTIVE	2 (1) 2
RECOVERY	11
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES First hit whiffs on crouching opponents

⟲ + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	11
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

⟲ + HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 50
STUN	100, 100
STARTUP	5
ACTIVE	3, 3
RECOVERY	17
ON HIT	+2
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

⟲ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	4
RECOVERY	8
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

⟲ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES Causes less pushback against crouching opponents

⟲ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	15
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	L
DAMAGE	25
STUN	25
STARTUP	9
ACTIVE	4
RECOVERY	11
ON HIT	-1
ON BLOCK	-4
CANCEL	—

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	60
STARTUP	12
ACTIVE	3
RECOVERY	16
ON HIT	-2
ON BLOCK	-5
CANCEL	—

NOTES —

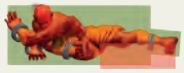
Crouching HP



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	100
STARTUP	14
ACTIVE	3
RECOVERY	21
ON HIT	-2
ON BLOCK	-6
CANCEL	—

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	8
RECOVERY	12
ON HIT	-6
ON BLOCK	-9
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	11
RECOVERY	11
ON HIT	-5
ON BLOCK	-8
CANCEL	—

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	10
ACTIVE	12
RECOVERY	24
ON HIT	—
ON BLOCK	-18
CANCEL	—

NOTES Hard knockdown

CROUCHING BACK NORMAL MOVES

← + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

← + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

← + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	85
STUN	150
STARTUP	7
ACTIVE	5
RECOVERY	10
ON HIT	+7
ON BLOCK	+3
CANCEL	—

NOTES —

← + LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	7
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

← + MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	6
ACTIVE	5
RECOVERY	11
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

← + HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	12
ACTIVE	3
RECOVERY	20
ON HIT	—
ON BLOCK	-5
CANCEL	—

NOTES Hard knockdown

JUMP NORMAL MOVES

Jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	25
STARTUP	7
ACTIVE	9
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~15 lower body projectile invincibility

Jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	140
STARTUP	8
ACTIVE	4
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~12 lower body projectile invincibility

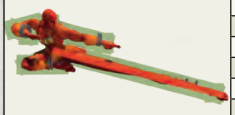
Jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	140
STARTUP	9
ACTIVE	4
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~12 lower body projectile invincibility

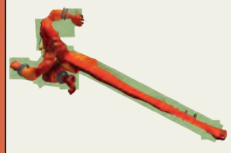
Jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	25
STARTUP	10
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4 lower body projectile invincibility

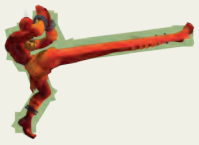
Jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	120
STARTUP	12
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~7 lower body projectile invincibility

Jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	160
STARTUP	10
ACTIVE	6
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~7 lower body projectile invincibility

JUMP COMMAND MOVES

Jumping ← + LP



HITS	1
BLOCK LEVEL	H
DAMAGE	20
STUN	25
STARTUP	6
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~12 lower body projectile invincibility

Jumping ← + MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	50
STARTUP	6
ACTIVE	8
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~13 lower body projectile invincibility

Jumping ← + HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~11 lower body projectile invincibility

Jumping ← + LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	25
STARTUP	6
ACTIVE	9
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~14 lower body projectile invincibility

Jumping ← + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	50
STARTUP	8
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~14 lower body projectile invincibility

Jumping ← + HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	150
STARTUP	7
ACTIVE	6
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~12 lower body projectile invincibility

NORMAL THROWS

Dhalsim's backwards Yoga Throw tosses the enemy away from him, which is exactly what you want. Forward Yoga Smash should be saved strictly for keeping an enemy cornered, or to set up Yoga Catastrophe. After backward throw recovers, you have a number of attack options at your disposal. The safest is to immediately use LP Yoga Fire, then time standing HP to meet the opponent as they rise. Standing HP hits your foe first, with LP Yoga Fire hitting moments after to cover standing HP 's recovery, giving you initiative to throw another LP Yoga Fire or to walk forward. The other, riskier option is to set up a Teleport cross-up. When you recover from the throw, toss an immediate LP Yoga Fire, then, before the projectile makes contact, input ⇨ ⇩ ⇘ + P P P. Dhalsim should pass behind the opponent before the fireball hits, in which case your opponent must block based on Dhalsim's position. Teleporting a little later, or doing a teleport that doesn't move behind the opposing character, causes the fireball to hit their front. See Dhalsim's Long Range section for more details.



Yoga Smash LP + LK

DAMAGE	120
STUN	80
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.016

Yoga Throw ⇦ + LP + LK

DAMAGE	120
STUN	80
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.016

FOCUS ATTACKS

Focus Attacks: Dhalsim's Focus Attack has great forward range, but he's never safe when canceling it because of his terrible dash speeds. Always cancel your Focus Attack into a backdash unless you're certain of a hit. Dhalsim can always hit a crumpled opponent with at least standing HP after a backdash, so the damage loss is minimal. Canceling into a backdash does not guarantee safety by any means (especially against Ryu's Shinku Hadoken, among other fast, long-reaching attacks), but it does minimize the risk.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	20
ACTIVE	3
RECOVERY	44
ON HIT	-21 (-16)
ON BLOCK	-21 (-16)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	150
STARTUP	19+10
ACTIVE	3
RECOVERY	34
ON HIT	–
ON BLOCK	-15 (-10)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	100
STUN	200
STARTUP	58
ACTIVE	2
RECOVERY	28
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	75
STUN	100
STARTUP	20
ACTIVE	3
RECOVERY	34
ON HIT	-21 (-16)
ON BLOCK	-21 (-16)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	105
STUN	150
STARTUP	19+10
ACTIVE	3
RECOVERY	34
ON HIT	–
ON BLOCK	-15 (-10)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	58
ACTIVE	2
RECOVERY	28
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

LK Yoga Spear Jumping ⇩ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	6
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8 lower body projectile invincibility

MK Yoga Spear Jumping ⇩ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	6
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8 lower body projectile invincibility

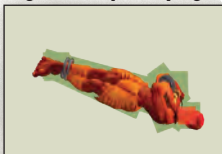
HK Yoga Spear Jumping ⇩ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	6
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8 lower body projectile invincibility

Yoga Mummy Jumping ⇩ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	13
ACTIVE	UNTIL GROUND
RECOVERY	6
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12 lower body projectile invincibility, juggle potential 1

Yoga Spear: Dhalsim performs a flying drill kick at variable angles: LK travels at a near-horizontal trajectory, MK at a 45-degree angle, and HK almost straight down. Unfortunately, the falling speed of these attacks is so slow that if they hit an enemy too high (from the waist up) Dhalsim lands at a severe frame disadvantage. The slow speed also makes them easy to anti-air.

To compensate, perform Yoga Spear at a low altitude, aimed to hit the opposing character's feet. This not only lessens the time the opponent has to react with anti-air, but also guarantees you have frame advantage when it's blocked. Use LK and MK Yoga Spear to punish some mid- to long-range attacks, and the HK variant at close range as a high-risk high-reward throw tech counter (when you anticipate a throw, jump backwards and do HK Yoga Spear very close to the ground to hit the enemy's feet; if it hits, link into ⇦ + MK ▷ LP Yoga Flame).

LK and MK Yoga Spear are also great for changing the angle of your jump at the last moment to avoid landing on projectiles. Despite these uses, Yoga Spear's slow descent and light blockstun make it generally too difficult to use effectively, and it should be avoided in most circumstances.

Yoga Mummy: Similar to Yoga Spear, Dhalsim spirals towards the opponent head-first. Although its speed of travel is slower than Yoga Spear, Yoga Mummy has a near-horizontal flight path. Its purpose is to reestablish offense after a failed attack. For example, if you attack with Combo I's main opening (CR.MP, ⟲ + MK) and it's blocked, your opponent may react with a sweep to stop you from attacking during your mild disadvantage. A quick backwards jump followed by an immediate ↑ + HP punishes those attacks, as long as their recovery is lengthy. If spaced to hit as close to the ground as possible, you're at a mild frame advantage on guard or hit. It's also possible to use it as an air-to-air attack, which puts them into a limited juggle state that allows for a juggle into Yoga Inferno or Catastrophe. This is very difficult to do because of its slow starting period, however.

SPECIAL MOVES



LP Yoga Fire

↓ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	14
ACTIVE	—
RECOVERY	35
ON HIT	-4
ON BLOCK	-8
CANCEL	SU

NOTES Projectile active for 95f, puts airborne opponent into limited juggle state

MP Yoga Fire

↓ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	14
ACTIVE	—
RECOVERY	34
ON HIT	—
ON BLOCK	-8
CANCEL	SU

NOTES Projectile active for 57f, soft knockdown, puts airborne opponent into limited juggle state

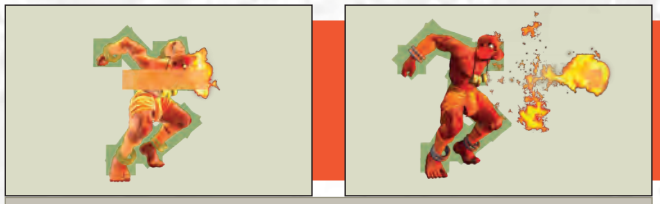
HP Yoga Fire

↓ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	14
ACTIVE	—
RECOVERY	34
ON HIT	—
ON BLOCK	-8
CANCEL	SU

NOTES Projectile active for 43f, soft knockdown, puts airborne opponent into limited juggle state

Yoga Fire: Dhalsim's patented Yoga Fire travels three distances before dissipating, depending on the strength of button used: LP travels farthest and the slowest before dissipating, MP has a moderate travel distance and duration, and the HP version flies quickly across the screen before quickly petering out. Since Yoga Fire is best used to shield an approach, the dawdling LP Yoga Fire is the recommended variant. Save the MP and HP versions for matching an enemy in projectile wars. In contrast to the normal versions, EX Yoga Fire doesn't dissipate and hits twice, allowing it to nullify opposing projectiles. It even leaves Dhalsim at a frame advantage on contact. Expect to use it often against opposing projectiles and Focus Attacks.



NOTES Puts airborne opponent into limited juggle state, both hits juggle potential 1

EX Yoga Fire

↓ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	14
ACTIVE	—
RECOVERY	28
ON HIT	+4
ON BLOCK	+1
CANCEL	SU



LP Yoga Flame

⟲ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	100
STARTUP	15
ACTIVE	23
RECOVERY	22
ON HIT	—
ON BLOCK	-6
CANCEL	SU

NOTES Soft knockdown, armor break, puts airborne opponent into limited juggle state

MP Yoga Flame

⟲ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	100
STARTUP	17
ACTIVE	27
RECOVERY	16
ON HIT	—
ON BLOCK	-1
CANCEL	SU

NOTES Soft knockdown, armor break, puts airborne opponent into limited juggle state

HP Yoga Flame

⟲ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	170
STUN	100
STARTUP	34
ACTIVE	32
RECOVERY	13
ON HIT	—
ON BLOCK	+2
CANCEL	SU

NOTES Soft knockdown, armor break, puts airborne opponent into limited juggle state

Yoga Flame: Dhalsim's short-range fire exhalation serves two purposes: the LP version is his main combo ender, while the MP and HP versions act as a supplement to Yoga Fire. Normally, canceling a ground attack like ⟲ + MK into LP Yoga Fire to keep pressure going isn't safe, because the opponent can always jump over it. To stop this, instead cancel the normal move into MP Yoga Flame to leave only a small gap. Your opposition has time to jump if they expect Yoga Fire, but Yoga Flame will catch them as they rise. When the MP version's starting period isn't distinct enough to bait a jump, cancel into HP Yoga Flame, which has a long, risky windup, but leaves you at a +2 on block. If your opponent tries to attack HP version's startup, cancel into the MP version again to counter hit them.

HP Yoga Flame is also commonly used against cornered enemies rising from a knockdown. If done from as far away as possible, most reversals (like Ryu's Shoryuken) will not reach Dhalsim before invulnerability expires, causing the opposing character to run into Yoga Flame. If they block the flame, use the frame advantage to keep your offense rolling. EX Yoga Flame hits twice for worse overall damage, but it leaves your foe in a free juggle state. It has some use as a Focus counter, but meter is better saved for EX Yoga Fire or Yoga Inferno.

EX Yoga Flame

⟲ + P P



HITS	2
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	14
ACTIVE	32
RECOVERY	13
ON HIT	—
ON BLOCK	+2
CANCEL	SU

NOTES Soft knockdown, armor break, puts opponent into free juggle state, both hits juggle potential 1



LK Yoga Blast ↓↘→ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	100
STARTUP	11
ACTIVE	20
RECOVERY	45
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES Does not hit grounded opponents, hard knockdown, puts airborne opponent into limited juggle state

MK Yoga Blast ↓↘→ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	100
STARTUP	14
ACTIVE	20
RECOVERY	36
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES Does not hit grounded opponents, hard knockdown, puts airborne opponent into limited juggle state

HK Yoga Blast ↓↘→ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	180
STUN	100
STARTUP	30
ACTIVE	20
RECOVERY	32
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES Does not hit grounded opponents, hard knockdown, puts airborne opponent into free juggle state

Yoga Blast: This sluggish upward blast is intended to be anti-air, but its slow windup period, lack of invulnerability, and steep attack angle force you to use Yoga Blast extremely early against a jump. It's only useful when you're strictly looking for nothing besides close-range jumps.

The LK version comes out the fastest but has the worst recovery, while the HK version has slow startup and quick recovery. Near corners, HK Yoga Blast can lead to a juggle with Yoga Inferno, though this requires a lot of foresight to setup. EX Yoga Blast is much faster and packs an actual invincibility window. If done late, EX Yoga Blast trades hits with the incoming strike, but it's possible to juggle with ST.MP to gain some extra damage. If EX Yoga Blast trades with a medium or light attack (strengths that cause shorter hitstun), you can even juggle with ST.HP.

All versions of Yoga Blast cause a hard knockdown, giving you plenty of time to set up a Yoga Catastrophe.

EX Yoga Blast ↓↘→ + K K



HITS	2
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	5
ACTIVE	17
RECOVERY	37
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES 1~4f invincible, does not hit grounded opponents, hard knockdown, puts airborne opponent into limited juggle state, 1st hit causes free juggle state, both hits juggle potential 1



Yoga Teleport

↙ or ↘ + P P P
or K K K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	48
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~29f invincibility, teleport finished on 16, grounded recovery

Air Yoga Teleport

↙ or ↘ + P P P
or K K K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	30
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~24f invincibility, teleport finished on 15

Yoga Tower ↑ + P P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	30*
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Up to 59 frames of lower body invincibility and throw invincibility, can be held 120 frames

Yoga Teleport: This special move transports Dhalsim to other parts of the screen. The input method changes where he appears: ↙ + P P P puts him directly behind the enemy, ↘ + P P P moves him half a playing field away from the enemy, ↙ + K K K plants him in front of the enemy, and ↘ + K K K puts him at the opposite end of the battlefield away from the enemy. All versions can also be done while jumping, and can be followed with jumping attacks after he reappears.

The ground version is generally used to escape corners (when your opponent jumps toward you, perform ↙ + P P P to safely move to the opposite side of them) or to move away from the enemy (force them to guard ← + MK ▷ ↘ + K K K to quickly move from mid to long range). The aerial version is the most used, often done just off of the ground (↱ ↑ ↖ ↶ + P P P or K K K) to punish thrown projectiles, or to stage a side-switch attack on a rising opponent. It's also vital to preventing Dhalsim's extremely slow jump from being punished. For example, if you mistakenly jump forward to punish a projectile but your foe never actually commits to one, input ↘ + P P P right before they do an anti-air to evade it. As their reversal whiffs in front of you, nail them with air HP on the way down. The aerial version has no ground recovery upon landing, making it the safest version when making an approach. Both ground and air versions are invincible on startup. Even though the ground version can be used as a wakeup reversal to pass through incoming attacks (the ↘ + K K K is the preferred version when mid-screen, as it moves you the farthest away), the enemy can still catch the teleport recovery with a quick projectile or forward jump. Take the matchup into account and use wakeup Teleports with caution.

Yoga Tower: This stance is invulnerable to throws and strikes upon activation, with its lower-body invulnerability expiring faster than other invulnerability types. Dhalsim stays in the stance for a lengthy period, during which inputting any direction cancels the stance. This is useful for dodging projectiles without taking a major risk. Typically, other characters jump vertically to avoid guarding a shot, forcing the opponent to wait for the first projectile to leave the screen before another is thrown. Since Dhalsim's jump is so slow, Yoga Tower is used as a replacement for this. Once the projectile passes, leave the Yoga Tower stance and attack without the fear of another projectile beating you to the punch.

SUPER & ULTRA COMBOS



LP Yoga Inferno ↓↓ + LP

HITS	HL
BLOCK LEVEL	5
DAMAGE	330
STUN	0
STARTUP	1+3
ACTIVE	14
RECOVERY	21
ON HIT	–
ON BLOCK	-5

NOTES 1~3f invincible, hard knockdown, infinite juggle potential, puts opponent into free juggle state on hit, resets juggle potential count to 0

MP Yoga Inferno ↓↓ + MP

HITS	HL
BLOCK LEVEL	5
DAMAGE	330
STUN	0
STARTUP	1+3
ACTIVE	23
RECOVERY	21
ON HIT	–
ON BLOCK	-9

NOTES 1~4f invincible, hard knockdown, infinite juggle potential, puts opponent into free juggle state on hit, resets juggle potential count to 0

HP Yoga Inferno ↓↓ + HP

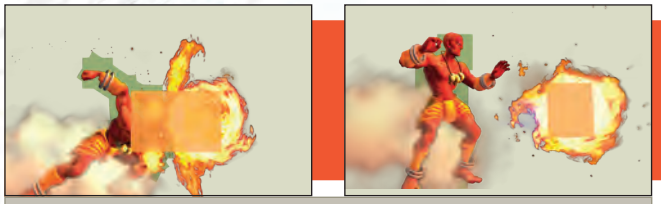
HITS	HL
BLOCK LEVEL	5
DAMAGE	330
STUN	0
STARTUP	1+3
ACTIVE	47
RECOVERY	21
ON HIT	–
ON BLOCK	-17

NOTES 1~6f invincible, hard knockdown, infinite juggle potential, puts opponent into free juggle state on hit, resets juggle potential count to 0



Super Combo: Yoga Inferno: This beefed-up Yoga Flame does everything you'd want a Super Combo to do. It's extremely fast, so fast that you can cancel or link into it off of a number of openings, including after blocking any attack that leaves your opponent at -4 or worse. It also acts as a great anti-air attack due to its invulnerability and screen coverage.

Yoga Catastrophe ↓ ↓ + P P P

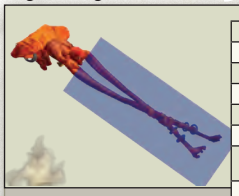


HITS	HL
BLOCK LEVEL	5
DAMAGE	60X5
STUN	0
STARTUP	1+11
ACTIVE	–
RECOVERY	13
ON HIT	–
ON BLOCK	+44

NOTES 1f invincible, Yoga Catastrophe exists for 142 frames, puts airborne opponent in limited juggle state, final hit puts grounded opponent into free juggle state, hard knockdown, cannot be interrupted, infinite juggle potential

Most importantly, it complements Yoga Catastrophe, Ultra I. After you land Yoga Inferno, your foe is knocked to the floor directly in front of Dhalsim, the perfect position to drop Yoga Catastrophe on top of them. Alternatively, if you land a knockdown that allows you to launch Yoga Catastrophe, the proceeding high/low attack can potentially lead to a juggle into Yoga Inferno. Though the need to use EX Yoga Fire on occasion may impede your ability to keep Yoga Inferno stocked, sitting on a full Super Gauge is without a doubt Dhalsim's strongest position to be in.

Yoga Shangri-La In air, ↓ ↓ + K K K



HITS	–
BLOCK LEVEL	5
DAMAGE	75X4, 150
STUN	0
STARTUP	1+4
ACTIVE	7
RECOVERY	9 ON GROUND
ON HIT	–
ON BLOCK	–

NOTES 1~9f invincible, range 1.72~2.942 depending on height

Ultra I: Yoga Catastrophe: Dhalsim releases a multi-hit fireball that slowly rolls forward. Although it seems unthreatening because if its low damage, Yoga Catastrophe's release cannot be stopped even if Dhalsim is hit, making it viable as an anti-air attack and a reversal (unless the enemy throws you, in which case the fireball passes through their body unharmed). More importantly, it also acts as a highly-threatening shield to move behind when better positioning is desperately needed. For example, when an enemy is close to cornering you, use LP Yoga Fire and then release Yoga Catastrophe behind it. This puts enough junk on screen to make it impossible for an enemy to approach you safely, giving you ample time to reposition yourself. Another use is as a powerful supplement to Dhalsim's otherwise-terrible okizeme game. In any situation where you're able to knock the opponent down (like after a forward throw), release Yoga Catastrophe on top of them so they have no choice but to guard it. With it covering you, mount the high or low guessing game of your choice; anything that hits causes the remainder of Yoga Catastrophe to combo soon after, opening the enemy up for another follow-up juggle. This is easily Dhalsim's strongest offensive opening, and it's the only thing that even slightly resembles the "blow up" offensive tactics other characters have.

Ultra II: Yoga Shangri-La: Despite being a command throw, Shangri-La can be jumped away from on reaction to its release. Its actual purpose is to act as a projectile counter and an anti-air attack. Even though it is performed in the air, it can be done on the fly from any grounded position by inputting ↓ ↙ ← ↖ → ↷ + K K K. As anti-air it requires very specific timing to blow through a strike and still catch the enemy. The initial jump frames before Ultra activation aren't invincible, so Dhalsim must leave the ground before the enemy's jump attack starts, then Yoga Shangri-La has to be activated just before their attack begins to make contact. This rigid timing makes it difficult to use against characters with a lot of aerial mobility, like C. Viper, Yang, and Yun.

Recommended Ultra Choice: Ultra I

Dhalsim's Yoga Catastrophe immediately and instantaneously allows you to take control of a match when it appears onscreen. Even at its worst, it gives you a way of stalling the match long enough to regain distance or a better position. At its best, it opens the window to a burst of offense that's nearly impossible to defend against. Yoga Shangri-La has its uses in matchups where projectiles are a problem, and you can make an argument for Double Ultra when you're having trouble finding opportunities to land either of them. Ultimately, Yoga Catastrophe gives Dhalsim both the most flexibility and comeback potential.

YOGA CATASTROPHE TUTORIAL

Planting Yoga Catastrophe on top of a downed enemy is a powerful tactical move. Dhalsim recovers from Ultra I almost instantly, giving you time to act as the multi-hit fireball hovers over the opposing character. If you attack with a high or low strike as the fireball is blocked, a successful hit causes the remainder of the fireball to connect, leading to heavy damage and a possible follow-up juggle after Yoga Catastrophe's final hit. The enemy can't safely do a reversal or else they'll run into the Ultra fireball; the only exceptions being highly invincible EX moves and Super Combos. These must be blocked as normal.

There are two types of positions where Yoga Catastrophe setups occur: those where Dhalsim is directly next to the opponent, and those where he's a few character lengths away. Most setups occur after a knockdown, but a few happen after you've knocked the enemy out of the air and they're about to air recover onto their feet (like when you anti-air an opponent with ← + MP). Any Yoga Catastrophe setup directed against a floored opponent should be able to account for altered wakeup timing, for quick stand after soft knockdowns, and for delayed wakeup after hard knockdowns. The best setups make it easy to react.

Setups that leave the opponent near Dhalsim:

- Hit the enemy with CR. HK and do Yoga Catastrophe as you recover.
- Grab them with his forward throw, wait a split second, then release Yoga Catastrophe.
- Do any combo ending with Yoga Inferno, perform CR. MK to move near the fallen foe, release Yoga Catastrophe, do CR. LK to get close before it makes contact.
- Anti-air a jumping enemy with LK or EX Yoga Blast, do a single CR. LK to move close, perform Yoga Catastrophe, do CR. LK again to get close.
- Land Combo I ending with LP Yoga Flame. If the opponent doesn't quick stand, do CR. LK to get close, release Yoga Catastrophe, then use punch Teleport toward them.

Setups that leave the opponent far away from Dhalsim:

- Perform a back throw, dash once, release Yoga Catastrophe.
- Land Combo I ending with LP Yoga Flame. If the opponent doesn't quick rise, do CR.LK to get close then release Yoga Catastrophe.
- Anti-air a jumping enemy with ← + MP then immediately drop Yoga Catastrophe as you recover.
- Anti-air a jumping enemy with LK or EX Yoga Blast, do a single CR.LK to move close, perform Yoga Catastrophe.
- Do any combo ending with Yoga Inferno, perform CR.MK to move near the fallen foe, then release Yoga Catastrophe.

With any of these setups completed, your attack options are dependent on whether you're near or far from your enemy. If close:

- Do an immediate ← + LP, Dhalsim's only grounded overhead; though it telegraphs itself a bit, its quick recovery gives you time to go for other attack options if it fails to hit.
- Jump forward and do an immediate jumping LP to hit the enemy high. This acts as an extremely fast overhead. If it hits, the remainder of Yoga Catastrophe links afterwards. You can then land and juggle with ← + HK. You're vulnerable if this misses, so be wary of doing it when the enemy has a lot of meter.
- Perform CR.LK or ↙ + LK to hit them low. You recover fast enough to juggle with whatever you want if it hits, or to go for a follow-up attack if the first hit-check is blocked.

If your foe is further away:

- Do neutral jumping instant HP, which is a long-reaching overhead. You won't have time to attack again if it's blocked, so make it count.
- Attack with CR.LP, CR.MP, CR. HP, or even CR.MK. CR.LP is the fastest but deals the least damage, while the other are slightly slower. CR.MK moves you close to the enemy, giving you time to go for a secondary attack if it's blocked, and moving you close enough to juggle with Yoga Inferno or MP Yoga Flame if it hits. You can always juggle with at least ST. HP if the other ranged attacks hit.

During any of these setups, look for the "Technical" prompt to appear to know if your opponent used delayed wakeup. If they do, the additional 11 frames of wakeup time may cause the Ultra fireball to pass over their body. This doesn't actually ruin the overhead/low attack, which still pushes them into the fireball. The fireball won't be there to provide cover for you, though, so it may be worth releasing Yoga Catastrophe slightly later than normal.

Delayed wakeup also gives you enough time to add an alternate attack option to the mix: do an early teleport that appears in front (↙ + K K K) or behind them (↙ + P P P). The defender must block based on Dhalsim's position, not the fireball. If the opponent blocks Yoga Catastrophe despite Dhalsim's Teleport cross-up attempt, use one of the previously-mentioned attack options to follow-up. Note that this setup doesn't require delayed wakeup for it to work; it can be done in any situation where the enemy is down for an especially long period of time (like after Yoga Inferno hits).

Overview

PROS:

- Dhalsim is the owner of the strongest long-range offense available to any character
- Has one of the better projectiles in the game
- Yoga Teleport is a fantastic mobility option
- Yoga Catastrophe is one of the best supplemental Ultras available

CONS:

- He has no reversals or other methods of escape against strong close-range characters
- His jump is horrendously slow, forcing him to rely on Yoga Teleport or other awkward methods of stopping projectiles
- His anti-air options at close range are finicky against high-priority jump attacks, like dive kicks
- Horrible walk and dash speeds make him reliant on Yoga Teleport to cover large distances

Dhalsim is a totally dedicated long-range character, the only one of his kind. While playing Dhalsim, you should strive to keep things simple, slowly carving away at the opponent's vitality with single hits meant to control movement. Some characters are built to just need two or three good decisions to blow open a round, but an expert Dhalsim player must make a dozen or more smaller decisions correctly per round. Exciting offense only comes in rare bursts and strictly behind the cover of Yoga Fire or Yoga Catastrophe, which mitigate the risk. Play it safe, be calculating, and never let the enemy get near you, or else you're done for. Slow and steady wins the race.

Your objective playing Dhalsim is to whittle away at the enemy's vitality from a distance. You can achieve this objective by:

- Controlling the opponent's ground movement with his ranged normal moves (which are his default; if you want close-range attacks, like other characters' close standing normals, you must hold ← or ↙ while hitting buttons)
- Countering jumps with standing HK, ← + MP, or EX Yoga Blast
- Shooting LP Yoga Fire and countering the enemy's response to it
- Using Yoga Teleport tactically to punish projectiles or to escape bad situations

TUNING HISTORY



Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
ST. HP damage increased from 80 to 85	—
ST. MK damage increased from 60 to 70	—
CR. LP damage increased from 15 to 25	—
CR. MP damage increased from 50 to 60	—
CR. HP damage increased from 70 to 80	—
CR. MK advantage on hit changed from -5 to -3	Slightly safer on hit
↙ + LP damage increased from 20 to 30	—
↙ + HP damage increased from 80 to 100	—
Jumping LP damage increased from 20 to 40	—
Jumping MP damage increased from 60 to 70	—
Jumping HP damage increased from 70 to 85	—
Jumping LK damage increased from 30 to 40	—
Jumping MK damage increased from 50 to 70	—
Jumping ⟲ + LP damage increased from 20 to 40	—
Jumping ⟲ + MP damage increased from 40 to 80	—
Jumping ⟲ + HP damage increased from 70 to 100	—
Jumping ⟲ + MK damage increased from 60 to 100	—
LP Yoga Flame damage increased from 80 to 110	—
MP Yoga Flame damage increased from 90 to 140	—
HP Yoga Flame damage increased from 100 to 170	—
EX Yoga Flame damage increased from 80, 80 to 90, 90	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	Dhalsim now takes hits as though he's in a jumping state, minimizing the risk when using it
ST. HP damage reduced from 85 to 75	—
ST. MK damage reduced from 70 to 60	—
⟲ + HP damage reduced from 70, 50 to 60, 50	—
⟲ + LK damage reduced from 40 to 30	—
⟲ + MK damage reduced from 70 to 65	—
⟲ + HK damage reduced from 110 to 90	—
CR. MK damage reduced from 70 to 60	—
↙ + MP damage reduced from 70 to 60, startup reduced from 6 frames to 5, active frames increased from 4 to 5, recovery reduced from 8 frames to 6	Now fast enough to link into itself for additional combos
Jumping HP damage reduced from 85 to 80	—
EX Yoga Flame damage reduced from 90, 90 to 50, 50, startup reduced from 17 frames to 14	Faster startup allows EX Yoga Flame to be canceled off CR. MP in combos
Super damage reduced from 350 to 300	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
EX Yoga Blast damage redistributed from 50, 70 to 70, 50, hurtbox reduced	The first hit now inflicts more damage to compensate for the second hit never coming out during a hit trade
ST. LP active frames increased from 1 to 4, advantage on hit increased from +1 to +2	—
Super damage increased to 330	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
ST. MP startup reduced from 10 frames to 9, hitstun and blockstun reduced by 1 frame	—
ST. HP damage increased from 75 to 80, changed from 0 to +1 on hit	Now gives advantage on hit
← + HP startup reduced from 7 frames to 5	Faster startup, easier to use in combos after airborne teleports
← + MK pushback on hit and block reduced	Allows more corner pressure opportunity when canceled into Yoga Flame
← + HK damage increased from 90 to 100	—
LK Yoga Blast hurtbox reduced	Opponent must use deeper jumping attacks to hit Dhalsim
MK Yoga Blast startup reduced from 15 frames to 14	More reliable as anti-air
EX Yoga Blast 2nd hit damage increased changing total damage from 50, 50 to 50, 60, hitbox expanded forward	More likely to hit a jumping attack from further away
EX Yoga Flame damage 2nd hit damage reduced changing total damage from 50, 70 to 50, 50, recovery decreased from 16 frames to 13, 2nd hit now causes a free juggle state	Damage is overall reduced to compensate for the free juggle state property, which allows for follow-up juggle combos
Ultra II throw range slightly increased, command changed to ↓ ↓ + K K K	Command change avoids overlapping commands with Ultra I when using W Ultra

LONG RANGE

Establishing and keeping this position is the name of the game. From the maximum attacking distance, Dhalsim's limbs cannot be dealt with by normal means. Enemies generally can't force Dhalsim's limbs to whiff by walking backwards. Dhalsim's limbs must be tackled head-on by jumping over them, throwing a projectile to match them, using a Focus absorb and dash cancel to pass through them, or by preemptively sticking out wall-like attacks (examples include the crouching MP of Guy, Ken, Akuma and Ryu, Dudley's crouching MK, and Ibuki's standing MP). These are your primary concerns as you attack.

Optimal position is from the tip of standing MP, where most jumps can't reach Dhalsim. Any closer and the enemy's potential payoff for jumping is much greater. Characters with super jumps or especially long normal jumps are still dangerous (Ibuki, C. Viper, and Guy), but their long jumping travel times make it possible to punish them with ← + MP, ← + HK, or EX Yoga Blast, even if they leave the ground at the exact moment your initial long-range poke comes out. Carefully guard this position with standing MP any time the enemy walks forward. Use standing HP if they're a little further out. If a player backs up to avoid standing MP, attack with crouching HP to catch them with a long-range low hit.

Closer up, use standing LK to prevent forward movement. If your foe moves in any closer than the max range of standing LK, consider yourself on notice. ST.LK has the fastest startup and the least recovery of any of Dhalsim's ranged attacks; it can't be punished with jumps unless the enemy has a dive kick, so poke with it often. If your opponent jumps, punish them with ← + MP or ← + HK. You're at +2 if standing LK hits, so keep your attack going as long as the threat of a Hail Mary reversal against Dhalsim's limbs is low (something scary like a "guess" MP Shoryuken ▷ Shinku Hadoken at almost full-screen against Ryu).

If they preemptively stick out attacks to beat your limbs, wait for their attacks to whiff, then punish them with standing MP or HP. Closer in, CR. HK can be used to punish whiffed attacks for a knockdown, though this is risky because of its horrendous recovery. Counter jump-ins by halting other attacks and waiting to knock them out of the sky with standing HK. A preemptive standing MK can also catch jumps as they first leave the ground, rising. Jumps you react to late must be stopped with ← + HK, ← + MP, or EX Yoga Blast. If you expect the opponent to look for a chance to jump forward or use a reversal against your ranged pokes, whiff standing LP to convince players you're committing to Yoga Fire or a ground attack. Throw it out on occasion to make your ranged offense harder to read, and take advantage when you bait them into jumping or whiffing an attack, even if that just means tagging them with a free long-range poke.

Dhalsim has numerous answers to projectiles. If avoiding them is your plan, slide under them with crouching LK, or do Yoga Tower to allow them to pass harmlessly through Dhalsim. If you're getting pushed towards a corner, use EX Yoga Fire.

The first hit will absorb basic fireballs so the second hit continues traveling, giving you time to re-adjust your position. A riskier option is to jump forward over the projectile and punish it with HP. This has to be done preemptively due to Dhalsim's slow jump speed, so if you guess incorrectly, teleport away with ↓ + P P P. The hardest, but most rewarding, means of punishing a projectile is to do a preemptive instant air Yoga Teleport behind your foe (→ ↑ ← ↓ + P P P), leading into Combo IV as you recover. Though risky, it is one of your only methods of gaining a major life lead if you're losing to a ranged offense. In most cases, doing a blind teleport will get you punched out of the air, but if your opponent blocks the opening jump attack of Combo II, land and go for a throw, Combo I, or concentrate on pushing them back out.

When your foe hesitates to make an approach from the ground or air, or when they're focused on beating your extended limbs with ground attacks, use LP Yoga Fire. A number of options are at your disposal with LP Yoga Fire onscreen covering you. You can use it to shield an approach, helping your efforts to push the enemy towards a corner. When walking behind it, catch late attempts to jump over it with standing MK or HK. If they stay put and block Yoga Fire, do standing MP or HP to catch any early attempts to move, jump, or attack immediately after blockstun ends. When they're unwilling to act after blocking Yoga Fire, use another LP Yoga Fire to re-establish your moving wall, walking behind it again. Note that you can use CR. LK and MK as a replacement for Dhalsim's horrendously slow forward dash to move in behind a fireball as needed.

An unimpeded LP Yoga Fire also leads to two long-range mix-up options:

1. The safest is to walk behind the shot and attack the enemy low with crouching MP or HP, or jump backwards and immediately do jumping HP the second you leave the ground. Performing an instant backwards jumping HP acts as a lightning-fast ranged overhead attack, an option that complements your ranged low strikes. Instant jumping HP comes with a long, soaring trip back to the ground, which is punishable by characters with fast ranged moves (typically EX projectiles). Doing it from its maximum attack range eliminates this problem in in some examples, but against especially fast attacks, like Ryu's Shinku Hadoken, you're better off not tempting fate.
2. Well before LP Yoga Fire makes contact, input → ↑ ← ↓ + P P P, ensuring you hold ↓ for just long enough so Dhalsim's high enough after Yoga Teleport for a falling air attack. Dhalsim should pass behind the enemy before the fireball hits, in which case they must block based on Dhalsim's position, not the fireball's. Teleporting a little later causes the fireball to hit just before Dhalsim appears behind them, forcing them to guard the opposite direction, which may hit them as a fake cross-up.

In either case, do an air attack out of the teleport, then land and transition into a combo (see Combo IV). You can also do ← ↑ ↗ + PPP to teleport backwards, which tricks the opponent into thinking the cross-up is coming, but instead moves you away from the opponent. If that isn't powerful enough, you can also do → ↑ ↖ ↙ + PPP as close to the ground as possible to ensure Dhalsim appears out of the teleport at a low altitude, then forgo the air attack and simply land and attack with ↗ + MK ▷ ◎ + LP to go low. This is extremely difficult to guard when your foe is worried about the side-switching options.

Option 2 is the riskiest as it moves you directly next to your opponent, the exact place you don't want to be. The damage dealt on a successful hit is high, especially if meter is available for Yoga Inferno. Spend most of your time taking the safer routes, only going for the teleport cross-up when your enemy least expects it (or when you're armed to the teeth with meter).

Whenever you need breathing room (for example, when your foe is close to entering mid-range), perform ← ↑ ↗ ↘ + KKK to do a backwards aerial Yoga Teleport. Recovering in the air leaves you less prone to heavy punishment, and allows you to reappear with jumping attacks, thwarting their approach. For example, if your enemy reacts to the teleport by jumping forward, come out of the teleport with jumping HK to knock them out of the sky. If they dash, attack with jumping MP during the fall. Both options land almost instantly after a "tiger knee" backwards Yoga Teleport, minimizing the risk.

A number of specific attacks give Dhalsim a ton of trouble. These are always airborne special moves that leap over most of his best ground moves. C. Viper's aerial Burning Kick, for example, leaps over the majority of Dhalsim's ground attacks, with the exception of standing HK. Adon's Jaguar Kick, the air and ground version, are similarly problematic. Dhalsim's low-profile CR. LK can counter both of them by sliding under the initial hit, recovering in time to punish with a throw or ← + MK. The same tactic can be applied to Fei-Long's Rekkukyaku, Makoto's Tsurugi, and T. Hawk's Condor Spire. This even works against some normal jump-in attacks as long as they don't cross-up.

MID-RANGE

Dhalsim's mid-range game is limited by his poor walking speed and slow attack startup, but you can fend off most approaches with ST. LK and ← + MK. ← + MK goes over some short-range low attacks, kicking your foe in the head. Its recovery is quick, so it's difficult to punish when whiffed. You can occasionally cancel it into LP or EX Yoga Fire to push the enemy out, but be warned that your foe can jump out during the gap. From further out, standing LK is used to halt forward movement. It's prone to losing on startup because of its lackluster hitbox, so only do it preemptively.

Since most of Dhalsim's attacks have a long striking range, almost any of them can be used to punish a whiffed attack you back away from. They're all slow, though, so they only work against attacks with moderate recovery. ← + MK is faster than Dhalsim's ranged attacks, but it only hits attacks with a tall horizontal hurtbox. CR. HK is built to punish anything, scoring a knockdown. Unfortunately, it's extremely punishable on guard, so mistiming it gets you into big trouble.

Mid-range projectiles can be preemptively stopped by sliding under them with immediate CR. MK. If it counter-hits on a very late active frame, you can link into ← + MK (then cancel into LP Yoga Flame if the opponent is cornered). CR. MK is also good for catching backwards movement, but as usual, you should aim to hit with it as late as possible. Accidently hitting the opponent closer than normal leaves you at a frame disadvantage; perhaps one that guarantees a combo for your foe.

Stop mid-range enemy jumps ← + MP closer in, and ← + HK when they're further out. ← + MP can be canceled into LP Yoga Flame to force the enemy to land on it. This leaves you at a frame advantage while pushing the enemy away, allowing you to keep pressure going. EX Yoga Blast should be used against jumps you're late to react to, or against high-priority jump attacks with steep downward angles (like Cammy's EX Cannon Strike or Yun's Raigeki Shu). Dive kicks in general are extremely difficult for Dhalsim to tackle, and if meter isn't available for EX Yoga Blast, you must resort to a preemptive neutral or backwards jumping MP. ← + MP only works against Rufus's dive kick, which has inferior hitboxes.

CLOSE RANGE

If your opponent enters this position against your will, defend against their offense and look for a large enough opening to escape. Despite being on the slow end with 5-frame startup, ↗ + MP + LP + LK is a powerful crouch tech. If the enemy delays their attack at all, CR. MP counter-hits (which can then transition into Combo I). If they perform a throw, you'll escape it as long as your command occurs just after they grab you. ← + LK is a fast attack at 3 frames, so use it to preemptively stop strikes up close. It's -1 on guard, so it can't reliably be followed with anything, but on hit, you're at a small +2 advantage. To compensate for the block disadvantage, occasionally cancel into LP Yoga Flame to counter hit an enemy attacking out of blockstun. This purposefully leaves a small enough gap for their strike to come out. Since LP Yoga Flame is punishable on block, mix it up with MP Yoga Flame, which is safe. Despite it leaving a larger gap between ← + LK and Yoga Flame, the opponent will have a hard time distinguishing between the two. When they're weary of Yoga Flame, you can then attack with multiple blocked ← + LK kicks in a row, or other strikes following it, to push your foe away.

Any normal attack can be canceled into ↙ + KKK to quickly move back out to long range. This is not completely safe; characters with fast projectiles can toss one the moment they see the teleport to catch its recovery. This takes some level of anticipation, so they have to be spending some portion of their attention looking for it.

Canceling into MP Yoga Flame on occasion is enough to deter a counter attack. Adversaries with especially fast ranged attacks, like Ryu's Shinku Hadoken or Sagat's Tiger Cannon, can simply react to Yoga Teleport's recovery, making them especially dangerous. Never use this technique when those characters are loaded.

Your options for escape are much worse when you're cornered. If you find an opening to do it, ← + MK ▷ EX Yoga Fire is great for pushing your opponent out a great distance, giving you a little breathing room. Use its frame advantage to push them away further with your ranged normal moves, like standing LK and standing MP. If the enemy jumps toward you, escape by doing crouching LK to slide under them, or a forward punch Yoga Teleport.

There are a handful of situations where establishing close range is worth doing of your own accord, most of which involve a knockdown or LP Yoga Flame covering you before the approach. A cornered enemy is also much easier to attack. It's always recommended that if you're going to attack at all, do so when you're loaded with a full S.C. or Revenge Gauge (preferably both). With Yoga Inferno and Ultra I stocked, any safe combo ending with LP Yoga Flame can cancel directly into your Super for massive damage (causing a hard knockdown that also sets up Ultra I), and any forward throw can be followed with an immediate Yoga Catastrophe to set up a potent high/low attack.

Combos

I. ↘ + MP, ← + MK, then cancel into either:

→ + LP
175 damage, 300 stun
→ + P P, ST. LK
226 damage, 395 stun
→ + LP ▷ ↓ ↓ + P
445 damage, 280 stun

When ↘ + MP is blocked, transition into a throw, or another ↘ + MP linked into ← + MK to stop throw counters. Do not cancel into LP Yoga Flame if your opening is blocked; it's not safe. The ending containing EX Yoga Flame and the follow-up ST. LK juggle inflicts only slightly more damage than normal and leaves you in an inferior position than LP Yoga Flame.

You can link after ↘ + MP into ← + HP (1 hit) ▷ → + MP for more damage, but this must be done directly next to the opponent. MP Yoga Flame is also safe on guard in this situation.

II. Crouching or cornered opponent, ↘ + MP, ↘ + MP, ← + MK, then cancel into either:

→ + LP
249 damage, 350 stun
Cornered opponent only, → + P P, ← + HK
302 damage, 540 stun
→ + LP ▷ ↓ ↓ + LP, ← + MK
480 damage, 400 stun

This series of combos is typically done when you verify the opening ↘ + MP has hit a crouching enemy, or if they're cornered. Otherwise, extensions should transition into Combo I. This is the main situation where EX Yoga Flame leads to enough damage to warrant its use.

III. ↘ + HP, then link into either:

← + MK ▷ → + LP
238 damage, 330 stun
↓ ↓ + P
415 damage, 150 stun
ST. LK
115 damage, 200 stun
If ↘ + HP counter hits, CR. HK
207 damage, 388 stun

The first two combos listed are useful at close range as a way of countering late throw tech attempts. The bottom two are done from just outside of close range to counter-hit incoming attacks. At close range, you can link after ↘ + HP into ← + HK as well, which is a safer approach if you're wary of LP Yoga Flame missing. The counter-hit link into ↑ + HK is difficult, so plink it with CR. LP.

IV. ↻ ↑ ↖ ↻ + P P P, jumping HP, then land and link into either:

Crouching or cornered enemy, ← + MK ▷ → + LP
253 damage, 280 stun
← + MK ▷ → + LP ▷ ↓ ↓ + P
485 damage, 280 stun

Do this combo when a Teleport cross-up setup connects, or when you slip past a projectile with an instant Yoga Teleport. Use punch Teleport since it keeps you close enough to the opponent for the full combo. Kick Teleport forward is also occasionally good for frontal, fake cross-ups which will hit opponents preemptively blocking toward Dhalsim, but you won't be in range for the remaining combo upon landing.

V. Against an aerial enemy, early → + HK, then juggle with either:

ST. HP
260 damage, 240 stun
→ + LP
290 damage, 200 stun
Near corner, → + LP ▷ ↓ ↓ + P
552 damage, 200 stun
Near corner, ↓ ↓ + P P P, ↓ ↓ + P
646 damage, 100 stun

HK Yoga Blast's terrible startup forces you to do it extremely early against anticipated jumps. The risk for doing this is massive, but the payoff is an immediate follow-up juggle. Near corners, the damage it leads to is potentially massive, assuming you have a lot of resources to blow. Should you ever do it? Probably not, but it's fun to consider.

VI. Enemy guards 1st hit of ↓ ↓ + P P P, instant forward jumping LP (hits), land then juggle with either:

← + HK
302 damage, 225 stun
↓ ↓ + LP, ST. MP
493 damage, 105 stun

This combo is an example of a successful hit during a Yoga Catastrophe setup. It assumes jumping LP hits the opponent before the 2nd hit of Yoga Catastrophe, causing the remainder of Yoga Catastrophe to hit. If jumping LP hits after the 2nd hit has connected, it's only possible to juggle with Yoga Inferno.

VII. Enemy guards 1st hit of ↓ ↓ + P P P, do an immediate CR. LK (hits), then juggle with either:

→ + MP
320 damage, 150 stun
→ + MP ▷ ↓ ↓ + LP, ST. HP
547 damage, 190 stun

This is another example of a successful combo stemming from a Yoga Catastrophe setup. CR. MK can replace CR. LK for more damage, but its startup is slower. You're free to continue attacking the opponent if the first hit is blocked, so keep it going.

DUDLEY

First appearance: *Street Fighter III* (1997)



Data

STAT	VALUE	RANK
Vitality	1050	A
Stun Threshold	1000	B
Forward Walk Distance Per Frame	0.05	A
Backward Walk Distance Per Frame	0.04	A
Dash Duration in Frames	19	B
Dash Distance	1.3574	A-
Backdash Duration in Frames	7 invulnerable, 11 airborne, 7 grounded (25 total)	A
Backdash Length Distance	1.1426	B-
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.575	D

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU, TC

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU, TC

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	6
ACTIVE	6
RECOVERY	16
ON HIT	+0
ON BLOCK	-4
CANCEL	SU

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	SU, TC

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	TC

NOTES Forces standing

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	160
STARTUP	4
ACTIVE	3
RECOVERY	15
ON HIT	+2
ON BLOCK	+0
CANCEL	SP, SU

NOTES +7 on counter hit

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	11
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	15
ON HIT	+4
ON BLOCK	-1
CANCEL	—

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	6
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU, TC

NOTES —

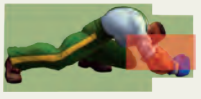
Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	15
ON HIT	—
ON BLOCK	-7
CANCEL	—

NOTES Hard knockdown

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	14
ACTIVE	4
RECOVERY	22
ON HIT	—
ON BLOCK	-8
CANCEL	—

NOTES Soft knockdown, puts opponent in limited juggle state, juggle potential 2

VERTICAL JUMP NORMAL MOVES

Upward jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~8f lower body projectile invincibility

Upward jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~9f lower body projectile invincibility

Upward jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~9f lower body projectile invincibility

Upward jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~13f lower body projectile invincibility

Upward jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	8
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~12f lower body projectile invincibility

Upward jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	11
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~14f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	8
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	100
STARTUP	5
ACTIVE	5
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	6
ACTIVE	4
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	16
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~19f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	12
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~16f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	9
ACTIVE	10
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~18f lower body projectile invincibility

NORMAL THROWS



Kidney Crusher

LP + LK

DAMAGE	20, 20, 100
STUN	160
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.920

Dynamite Throw

← + LP + LK

DAMAGE	40, 100
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.920

Kidney Crusher inflicts more stun damage and leaves you in a similar position as Dynamite Throw, so it is used more often. Dynamite Throw should be used for positional purposes, like to throw the enemy into a corner when you're backed against it.

FOCUS ATTACKS

Dudley's Focus has fantastic horizontal range. It's used to stop mid-range attacks that are difficult for him to punish on whiff, like Chun-Li's standing MP. His level 1 Focus Attack canceled into dash is -2 on guard, which is punishable by Chun-Li, Decapre, Guy, Hugo, Ibuki, Ken, Poison, T. Hawk, and Zangief. In instances where punishment isn't guaranteed, but your enemy attacks with a throw, LK Short Swing Blow will counter it. If the disadvantage is ever a problem, cancel your blocked Focus Attacks into a backdash instead. You can still take advantage of a successful crumple after a backdash by walking forward and doing crouching HK to start a juggle.

You can cancel into EX Red Focus from Ducking ▷ Uppercut or any Short Swing Blow for easy follow-up combos. In fact, CL. HK or CR. MP canceled into ↻ ▷ LK ▷ K ▷ EX Red Focus is a powerful whiff punisher at mid-range.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	35
ON HIT	-20 (-2)
ON BLOCK	-20 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18 + 11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	35
ON HIT	-20 (-2)
ON BLOCK	-20 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18 + 11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3

LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Stomach Blow ↷ + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	10
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

Kidney Blow ↷ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	9
ON HIT	+5
ON BLOCK	+3
CANCEL	TC

NOTES +6 on hit on crouching opponent

Step Straight ↷ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	13
ACTIVE	7
RECOVERY	13
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, soft knockdown on airborne opponent

Slipping Jab (Target Combo 1) ↷ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU, TC

NOTES —

Target Combo 1 ↷ + LP ▷ MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	14
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Target Combo 2 CR.LK ▷ MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES Forces standing

Dart Shot (Target Combo 3) ↷ + HK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	15
ACTIVE	4
RECOVERY	15
ON HIT	+4
ON BLOCK	-1
CANCEL	SU, TC

NOTES Hard knockdown on airborne opponent, juggle potential 1

Target Combo 3 ↷ + HK ▷ MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	13
ON HIT	+0
ON BLOCK	-3
CANCEL	—

NOTES Forces standing

Target Combo 4 LP ▷ MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	11
ON HIT	+4
ON BLOCK	-1
CANCEL	TC

NOTES —

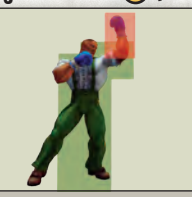
Target Combo 4 LP ▷ MP ▷ MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES Forces standing

Target Combo 5 MP (or ↷ + MK) ▷ MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	TC

NOTES Forces standing

Stomach Blow: Dudley does a vicious punch to the gut. Use this at mid-range as a replacement for ST. HP when ST. HP isn't effective against lower profile attacks. ↷ + MP doesn't lead to much unless it counter hits, but even then you're doing it from a position where it can't be followed by anything but ST. HP.

Kidney Blow: This step punch leaves Dudley directly next to his foe at a frame advantage on block or hit, and can initiate extended link combos. Use it to counter hit opponents who anticipate throw attempts with late crouching attacks. It can be done as far out as after blocked CR. LP x3, making Dudley's active attack range massive.

Step Straight: Dudley performs an altered version of ST. HP that slides him forward. This has more range than any of Dudley's other normal moves. If you use Step Straight from as far away as possible, it'll hit on a later active frame, leaving you at a frame advantage on hit or block. Use this attack to preemptively tag a foe trying to walk into attack range. If ↷ + HP hits from a distance, link into CR. LP ▷ ⟲ + LP. It's even a direct counter to backdashes.

Dart Shot: Never has there been a better overhead in *Street Fighter*! Dart Shot is fast and links directly into CR. LP or ST. HK, Dudley's best combo openings. Vary between Dart Shot and CR. HK or Combo I to stage an extremely easy and potent wakeup game. Dudley's only at -1 when Dart Shot is blocked, so the only thing you'll lose is a little momentum. Be sure to watch out for Focus Attacks, which can absorb and counter this single-hit overhead, although a reactionary lv.1 Focus Attack won't cause a crumple. Perform Dart Shot's target combo extension (↷ + HK ▷ MK) if you want to discourage Focus-fishing against this overhead.

Slipping Jab: This variant to Dudley's ST. LP has more forward range and chains into ST. MP. Unfortunately, there's not much reason to choose it over CR. LP, which has better frame data and leads into superior combo options.

Target Combos: Dudley has a large arsenal of chain combos at his disposal that share similar properties to each other. Most of them cannot be canceled until the final hit, and then only into Super. The exceptions to this rule are CR. LK ▷ MK, ↷ + LP ▷ MP, and ST. LP ▷ MP ▷ MK, which are cancelable into special moves. All of these target combos cause massive amounts of damage scaling and have worse overall frame data than the moves they originate from. The one chain you can make an argument for is CL. LK ▷ MK ▷ MP, which leaves you at a +1 frame advantage on guard and keeps you close to the opponent. It can be linked after on hit into crouching LP, but this is a 1-frame link. Even then, there's little reason to do it over just chaining crouching LP.

Victory Rose: Theoretically, throwing a rose to meet a rising opponent can keep them locked down as you go for a wakeup attack. Victory Rose is not built to deal with quick standing or short knockdown periods. This limits when it can safely be thrown to after hitting an aerial enemy with ↷ + HK. Toss the rose immediately after scoring the hard knockdown juggle. You'll recover in time to stage a normal wakeup game just as the opponent rises. Performing an immediate CR. LK to meet the opponent causes Victory Rose to hit immediately after, giving you enough time to link into Combo III. The rose misses if your opponent chooses to do a delayed wakeup, but you still have time to stage a normal wakeup attack.

Target Combo 5

MP (or ↷ + MK) ▷ MK ▷ HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	40
STARTUP	4
ACTIVE	3
RECOVERY	17
ON HIT	+3
ON BLOCK	-2
CANCEL	SU

NOTES —

Target Combo 6

CR.LK ▷ CR.MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	16
ON HIT	+1
ON BLOCK	-4
CANCEL	TC

NOTES —

Target Combo 6

↑ + LK ▷ ↑ + MK ▷ ↑ + HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 47
STUN	50, 50
STARTUP	4
ACTIVE	1,3
RECOVERY	16
ON HIT	+4
ON BLOCK	-1
CANCEL	—

NOTES Forces standing

Target Combo 7

MK ▷ HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	16
ON HIT	+3
ON BLOCK	-1
CANCEL	TC

NOTES —

Target Combo 7

MK ▷ HK ▷ HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	20, 20
STUN	50, 50
STARTUP	4
ACTIVE	1, 3
RECOVERY	16
ON HIT	+4
ON BLOCK	-1
CANCEL	SU

NOTES —

Target Combo 8

LK ▷ MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	13
ON HIT	+4
ON BLOCK	-2
CANCEL	TC

NOTES Forces standing

Target Combo 8

LK ▷ MK ▷ MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+1
CANCEL	TC

NOTES —

Target Combo 8

LK ▷ MK ▷ MP ▷ HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	20, 20
STUN	50, 50
STARTUP	4
ACTIVE	3
RECOVERY	16
ON HIT	+4
ON BLOCK	-1
CANCEL	SU

NOTES —

Victory Rose

↑ + HP + HK



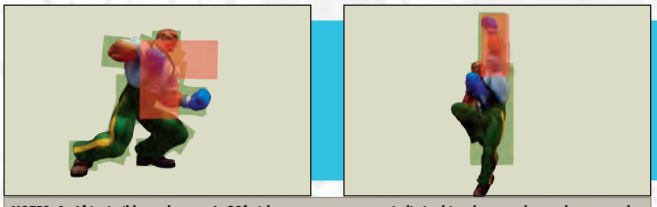
HITS	1
BLOCK LEVEL	HL
DAMAGE	1
STUN	0
STARTUP	24
ACTIVE	—
RECOVERY	37
ON HIT	—
ON BLOCK	—
CANCEL	SU

NOTES Rose lasts 55f, strike hitbox, 22f hitstun, 17f blockstun

SPECIAL MOVES

LP Jet Upper

↶ + LP

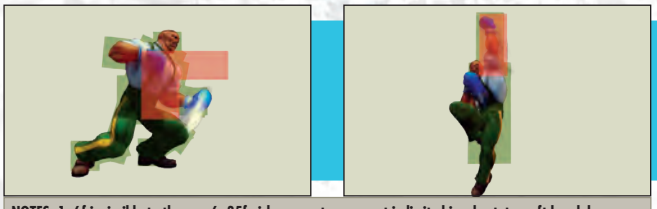


HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (80)
STUN	150 (100)
STARTUP	5
ACTIVE	7
RECOVERY	17+9 ON GROUND
ON HIT	—
ON BLOCK	-12
CANCEL	SU

NOTES 1~6f invincible to throws, 6~28f airborne, puts opponent in limited juggle state, lower damage and stun on active frames 3~7

MP Jet Upper

↶ + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	140 (100)
STUN	170 (100)
STARTUP	5
ACTIVE	14
RECOVERY	17+12 ON GROUND
ON HIT	—
ON BLOCK	-22
CANCEL	SU

NOTES 1~6f invincible to throws, 6~35f airborne, puts opponent in limited juggle state, soft knockdown, lower damage and stun on active frames 3~17

HP Jet Upper

↶ + HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	100, 60
STUN	150, 50
STARTUP	3
ACTIVE	2, 18
RECOVERY	18+12 ON GROUND
ON HIT	—
ON BLOCK	-32
CANCEL	SU

NOTES 1~5f invincible to throws, 5~40f airborne, only cancelable on first hit, puts opponent in limited juggle state, soft knockdown, 2nd hit juggle potential 1

Jet Upper: The normal versions of this pseudo-Shoryuken are not invulnerable at any point, so relying on them as a reversal or consistent anti-air is impossible. (On the bright side, since it lacks invulnerability in the first place, Jet Upper was not subjected to the FADC adjustment that Shoryuken-type moves received in *USFIV*.) The LP version has the most uses due to its fast recovery; it can be used to start juggle combos when EX Machinegun Blow isn't a necessity. In situations where the opposing character has low-priority jump attacks, a very early LP Jet Upper can be used as anti-air to start extended juggles.



NOTES 1~5f invincible, 6~7f invincible to strikes, 5~43f airborne, only cancelable on first hit, puts opponent in limited juggle state, soft knockdown, 2nd hit juggle potential 1

EX Jet Upper ↓↘→ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	100, 80
STUN	150, 50
STARTUP	4
ACTIVE	2, 18
RECOVERY	20+12 ON GROUND
ON HIT	–
ON BLOCK	-29
CANCEL	SU

EX Jet Upper packs honest-to-goodness invulnerability, so use it as a general reversal or anti-air. You can Focus Attack dash cancel EX Jet Upper to avoid punishment and to lead into juggle combos, though this costs a whopping three stocks of meter. EX Jet Upper canceled into Focus dash is your most important meter tool alongside EX Machinegun Blow, so stock up.



NOTES Forces standing, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3

LP Machinegun Blow ↻ + LP

HITS	3
BLOCK LEVEL	HL
DAMAGE	20, 20, 50
STUN	25, 25, 50
STARTUP	9
ACTIVE	2 (5) 2 (10) 4
RECOVERY	20
ON HIT	+2
ON BLOCK	-2
CANCEL	–



NOTES Forces standing, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4

MP Machinegun Blow ↻ + MP

HITS	4
BLOCK LEVEL	HL
DAMAGE	20 X 3, 60
STUN	25 X 3, 75
STARTUP	16
ACTIVE	2 (5) 2 (5) 2 (10) 4
RECOVERY	21
ON HIT	+1
ON BLOCK	-4
CANCEL	–



NOTES Forces standing, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4, 5th hit juggle potential 5, 6th hit juggle potential 6

HP Machinegun Blow ↻ + HP

HITS	6
BLOCK LEVEL	HL
DAMAGE	20 X 5, 30
STUN	25 X 5, 75
STARTUP	18
ACTIVE	2 (5) 2 (5) 2 (5) 2 (5) 2 (6) 4
RECOVERY	22
ON HIT	+0
ON BLOCK	-5
CANCEL	–



NOTES Forces standing, puts opponent in limited juggle state, soft knockdown

EX Machinegun Blow ↻ + P P

HITS	7
BLOCK LEVEL	HL
DAMAGE	6 X 15, 30
STUN	6 X 20, 30
STARTUP	18
ACTIVE	2 (5) 2 (5) 2 (5) 2 (5) 2 (6) 4 (7) 4
RECOVERY	20
ON HIT	–
ON BLOCK	-8
CANCEL	–

Machinegun Blow: Dudley rushes forward with a flurry of blows. The LP, MP, and HP versions are used in combos when meter isn't available. Button strength determines the damage dealt and the recovery period, with the LP version being safest on block but dealing the least damage, while the HP version is vulnerable on block but inflicts the heaviest damage. Due to its overall safety, cancel into LP Machinegun Blow from normal moves to apply pressure from distances where verifiable combos aren't possible. Save the MP and HP variations for verifiable openings when you're certain of a hit. Both the LP and MP versions leave you at a frame advantage on hit, so you keep offensive momentum. The HP version, however, leaves you the closest to the enemy on hit. Since Dudley has a 3-frame CR. LP, and because Short Swing Blow is so good at avoiding immediate throws, it's possible to attack after HP Machinegun Blow despite the neutral frame situation.

EX Machinegun Blow is extremely punishable on guard, but it sets up a juggle opportunity. EX Machinegun Blow combos are long and damaging, making it vital to your attack strategy. Nearly all of your meter should go to this, so manage it accordingly.



LP Cross Counter ↻ + LP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	3
ACTIVE	68
RECOVERY	21
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES During active frames if Dudley is hit by a strike from the waist up he will follow-up with a counter attack, does not work against armor-breaking attacks, works against reversals

MP Cross Counter ↻ + MP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	3
ACTIVE	49
RECOVERY	21
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES During active frames if Dudley is hit by a strike from the waist up he will follow-up with a counter attack, does not work against armor-breaking attacks, works against reversals

HP Cross Counter ↻ + HP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	3
ACTIVE	49
RECOVERY	29
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES During active frames if Dudley is hit by a strike from the waist up he will follow-up with a counter attack, does not work against armor-breaking attacks, works against reversals

Cross Counter: Dudley drops his guard, waiting to viciously counter an incoming attack. This deceptive stance counters any mid and high attacks that make contact with it. The LP version's counter window stays active the longest, while the HP version recovers the fastest. Dudley still receives damage from the hit, which must be taken into account if you're close to being knocked out. The recovery of any variation of Cross Counter is massive, and it is usually far riskier to do than EX Jet Upper, since it doesn't counter low attacks. Its saving grace is the possible damage dealt from the EX version; not only does the EX version do way more damage than the normal ones, but it allows for a juggle afterwards with Corkscrew Cross.

Cross Counter Followup
Absorb hit during Cross Counter



HITS	1
BLOCK LEVEL	–
DAMAGE	DAMAGE RECEIVED +60
STUN	100
STARTUP	30
ACTIVE	9
RECOVERY	42
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Soft knockdown, opponent freezes and loses any invincibility upon activation

EX Cross Counter
+ P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	3
ACTIVE	29
RECOVERY	21
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES During active frames if Dudley is hit by a strike from the waist up he will follow-up with a counter attack, does not work against armor-breaking attacks, works against reversals

EX Cross Counter Followup
Absorb hit during EX Cross Counter



HITS	3
BLOCK LEVEL	–
DAMAGE	DAMAGE RECEIVED +50, 50, 50
STUN	50, 100, 100
STARTUP	3
ACTIVE	5 (13) 7 (28) 9
RECOVERY	29
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Soft knockdown, opponent freezes and loses any invincibility upon activation, puts opponent in limited juggle state on hit, if 1st hit connects 2nd hit activates, if 2nd hit connects 3rd hit activates

LK Short Swing Blow + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	18
ACTIVE	3
RECOVERY	20
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES 1~20f invincible to throws, causes limited juggle state on counter hit, puts airborne opponent in limited juggle state

MK Short Swing Blow + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	21
ACTIVE	3
RECOVERY	22
ON HIT	+2
ON BLOCK	-4
CANCEL	SU

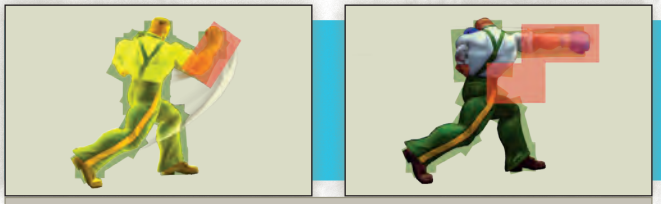
NOTES 1~20f invincible to throws, causes limited juggle state on counter hit, puts airborne opponent in limited juggle state

HK Short Swing Blow + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	160
STUN	200
STARTUP	24
ACTIVE	3
RECOVERY	22
ON HIT	+2
ON BLOCK	-4
CANCEL	SU

NOTES 1~20f invincible to throws, causes limited juggle state on counter hit, puts airborne opponent in limited juggle state

Short Swing Blow: Dudley performs a backdash-like feint, then rushes forward with a heavy blow. This is strictly used to evade and counter throw tech attempts when you're directly next to the opponent. It can be done in neutral or slightly disadvantageous situations because of its throw invulnerability. The initial backwards movement can also evade some close-range attacks, but it doesn't work against anything with an especially long reach. Dudley's 3-frame CR. LP is already fast enough to stop throw techs and fast attacks when you're at a frame advantage, so save Short Swing Blow for when the frame data isn't in your favor (like after a blocked LP Machinegun Blow). All strengths of Short Swing Blow also cause a limited juggle state on counter hit, leading to juggle combos near corners or by canceling Short Swing Blow with FADC. It's worth mentioning that EX Short Swing Blow causes a free juggle state, and you can FADC from it to land a full-animation Corkscrew Cross, which is rare.



NOTES Only cancelable on first hit, 3rd hit puts opponent in free juggle state

EX Short Swing Blow + K K

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 50, 80
STUN	50, 50, 100
STARTUP	20
ACTIVE	1 (6) 3 (12) 2
RECOVERY	28
ON HIT	–
ON BLOCK	-2
CANCEL	SU

LK Ducking + LK



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	20
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES 1~14f projectile invincible, 14f can cancel recovery into follow-up

MK Ducking + MK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	21
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES 1~14f projectile invincible, 15f can cancel recovery into follow-up

HK Ducking + HK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	25
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES 1~17f projectile invincible, 18f can cancel recovery into follow-up

EX Ducking + K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	17
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES 1~14 projectile invincibility and upper body invincibility, 4~13f cancelable into follow-up

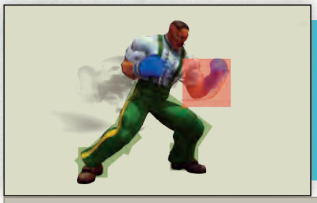
Ducking Straight During duck P



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	3
RECOVERY	23
ON HIT	+2
ON BLOCK	-5
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, soft knockdown against airborne opponent, armor break, Juggle potential 1, does not increase juggle count

Ducking Upper During duck K

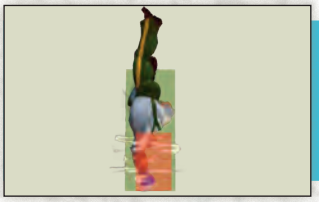




HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 60
STUN	150, 50
STARTUP	3
ACTIVE	1, 2
RECOVERY	25
ON HIT	+2
ON BLOCK	-6
CANCEL	SU

NOTES 1~5f upper body invincible, forces standing, puts airborne opponent in limited juggle state, soft knockdown on airborne opponent, 1st juggle potential 1, 2nd hit juggle potential 2, 1st hit does not increase juggle count, 2nd hit disallows all further use of special attacks in juggles (Ultras and Super are still valid)

Ducking, Ducking Upper, and Ducking Straight: This causes Dudley to dash forward with projectile invulnerability. The button strength determines the distance he travels, LK being the shortest and HK being the farthest. The Ducking Straight (P during Ducking) and Upper (K during Ducking) extensions can be done to strike a recovering foe after you successfully pass through their projectile. Straight is generally used when you're farther away from the enemy, while Upper is better at closer distances. To extend combos, you can also FADC from (and link after) Upper upon a successful hit. EX Ducking travels faster than its counterparts, while also allowing you to initiate its two extensions earlier than normal. Outside of its use as a projectile killer, you can also cancel into Ducking from normal moves to approach the opponent after you've been pushed away. Use its extensions to prevent your foe from poking at your approach. When your opponent is afraid to attack, use Ducking without an extension to move back into close range.



LK Thunderbolt
Charge down, ↓ + LK

HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 60
STUN	100, 100
STARTUP	38
ACTIVE	2, 3
RECOVERY	41 ON GROUND
ON HIT	–
ON BLOCK	-22
CANCEL	SU

NOTES 10~42f airborne, hard knockdown, super cancelable on hit or whiff

MK Thunderbolt
Charge down, ↓ + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 70
STUN	100, 100
STARTUP	38
ACTIVE	2, 3
RECOVERY	41 ON GROUND
ON HIT	–
ON BLOCK	-22
CANCEL	SU

NOTES 10~42f airborne, hard knockdown, super cancelable on hit or whiff

HK Thunderbolt
Charge down, ↓ + HK

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 80
STUN	100, 100
STARTUP	38
ACTIVE	2, 3
RECOVERY	41 ON GROUND
ON HIT	–
ON BLOCK	-22
CANCEL	SU

NOTES 10~42f airborne, hard knockdown, super cancelable on hit or whiff

EX Thunderbolt
Charge down, ↓ + K K



HITS	5
BLOCK LEVEL	HL
DAMAGE	20 X 4, 90
STUN	30 X 4, 100
STARTUP	34
ACTIVE	9
RECOVERY	41 ON GROUND
ON HIT	–
ON BLOCK	-21
CANCEL	SU

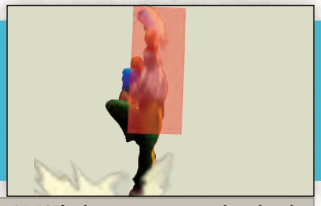
NOTES 1~9f invincible, 10~42f airborne, hard knockdown, super cancelable on hit or whiff

Thunderbolt: Dudley flies to the heavens before crashing to the earth with a violent punch. The position Dudley drops from is based on the strength of button used, with LP landing the closest, while HP travels the farthest distance. Although it's recommended that you rarely use Thunderbolt, due to its horrendous recovery period and low reward, it can be used to punish projectiles from relatively far away, if you react to the projectile's release immediately. The EX version has faster startup and tracks the opponent's position, making it easier to use in this fashion. Its heavy block damage output is also good for ending a round when a foe's vitality is low.

SUPER & ULTRA COMBOS

Rocket Upper ↓ ↓ + P





HITS	15
BLOCK LEVEL	HL
DAMAGE	50, 30, 110, 40, 15 X 10, 50
STUN	0
STARTUP	1 + 2
ACTIVE	3, 5 (22) 3, 9 (39) 3, 3, 2, 1, 2, 1, 2, 1, 2, 1, 2, 1
RECOVERY	21+17 GROUNDED
ON HIT	–
ON BLOCK	-35
CANCEL	SU

NOTES 1~9f invincible, 4~25f airborne, 33~67f airborne, 84~125f airborne, puts opponent in limited juggle state, hard knockdown, full juggle potential

Super Combo: Rocket Upper: You can Super-cancel into this big-damage variation of Jet Upper from a number of Dudley's best attacks, like Jet Upper, Back Swing Blow, Ducking Upper, and most target combos. This Super also juggles off of almost anything that knocks the opponent into the air. Unfortunately, having meter for EX Machinegun Blow and EX Jet Upper is so vital to Dudley's gameplan that you'll probably rarely have an opportunity to use Rocket Upper.

Rolling Thunder ↓ ↓ + K K K



HITS	7 (12)
BLOCK LEVEL	HL
DAMAGE	45 X 4, 40, 55, 57 (45 X 5, 15 X 6, 185)
STUN	0
STARTUP	1+8
ACTIVE	3 (8) 3 (10) 3 (8) 3 (10) 3 (13) 1, 3
RECOVERY	35
ON HIT	–
ON BLOCK	-17

NOTES 1~9f invincible, 10f projectile invincible, hard knockdown, 5th hit goes into animation, 2nd hit juggle potential 1, 3rd hit juggle potential 2, 4th hit juggle potential 3, 5th hit juggle potential 4, 6th hit juggle potential 5

Corkscrew Cross ↓ ↓ + P P P



HITS	6 (7)
BLOCK LEVEL	HL
DAMAGE	55 X 6 (15 X 5, 105, 260)
STUN	0
STARTUP	1+8
ACTIVE	24
RECOVERY	48
ON HIT	–
ON BLOCK	-27

NOTES 1~9f invincible, hard knockdown, armor break, first hit goes into cinematic if opponent is not in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4, 5th hit juggle potential 5, 6th hit juggle potential 6

UCI: Rolling Thunder: This dashing flurry of punches is intended as a high-reward projectile killer. Its travel distance is long, enabling it to pass through projectiles from nearly a full screen away. It can be used in combos off of a Focus or Red Focus crumple, or as a meterless juggle after CR. HK . Sadly, the juggle is difficult to do because it sometimes passes under a falling enemy, missing completely.

UCII: Corkscrew Cross: Dudley performs a twisting punch that sends the opposing character spiraling. On a grounded hit it starts an extended animation that inflicts heavy damage, something that's usually only applicable after a Focus crumple. Corkscrew Cross's best asset is its high juggle potential; it can be tacked on to nearly any extended juggle for additional damage. You can also use it as an invincible reversal against jumps or attacks done against your wakeup. This is your Ultra of choice when projectiles aren't an issue.

Recommended Ultra Choice: Matchup Dependent

Dudley has a hard time making an approach, giving credence to Rolling Thunder's ability to counter projectiles. Not every opponent throws fireballs, so the damage boost from Corkscrew Cross is the thing you want to achieve. Ultra I is also a difficult but high-damage counter to dive kicks (Cammy, Rufus, Yang, and Yun), which give Dudley a lot of trouble.



Overview

PROS:

- Counter-hit and high/low offense are second to none
- Damage output is massive
- High stamina
- Fast walk and jump speeds
- Ultra Combos are versatile

CONS:

- His mid- and long-range options are nearly nonexistent
- Has very few ways of approaching ranged characters, like Vega and Guile; he has no viable reversals without 1 notch of super meter

Dudley is a fully-fledged offensive monster with few long-range options to speak of. Your goal is to struggle into close range, patiently advancing and avoiding damage long enough to get near the opponent. That's when the fun starts. Dudley's point-blank offense, a potent mix of overheads and low attacks, is so threatening that it's possible to end a round after knocking the enemy down a single time. The journey to get there can be tough, but the payoff is a violent hurricane of offense that's certain to terrify all challengers.

Your objective with Dudley is to establish close range. You can achieve this objective by:

- Punishing an extended limb with crouching MK
- Punishing an extended limb with standing HK ▷ EX Machinegun Blow
- Countering a jump with EX Jet Upper or standing MK
- Using Ducking to pass through a projectile
- Jumping over a ground attack

DUDLEY'S TUNING HISTORY

Super Street Fighter IV* to *Super Street Fighter IV Arcade Edition

CHANGE	EFFECT
ST. HK recovery reduced from 18 to 16	—
CR. MK active frames increased from 3 to 5, recovery frames reduced from 17 to 15	More reliable tool for whiff punishing or stopping an opponent from walking away from you
Jumping HK now knocks down airborne opponents	—
← + MP startup reduced from 9 frames to 7, hitbox extended downward	Faster, better at getting in, less likely to be low profiled
← + HK hitbox extended forward	Can now be used from further out
EX Duck added	More easily punish projectiles, allows for juggle combos that weren't previously possible
EX Jet Upper ▷ FADC forward advantage on block changed from -10 to -2	Vastly safer on block
Throw now works on all dizzied opponents	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
ST. HK frame advantage on counter hit changed from +5 to +7	Enables you to link after counter hit ST. HK ▷ ↻ + LK
Diagonal jumping LK can now crossup	Works especially well in a corner
Neutral jump HP active frames increased from 3 to 4	—
MK, HK Short Swing Blow lower hurtbox reduced	Better at beating low attacks
Thunderbolt causes hard knockdown, EX version doesn't flash on the way up	If Thunderbolt hits all hits will connect
Victory Rose can now be Super canceled	—
Ultra I knockback reduced	Now correctly hits airborne opponents

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
ST. HP hitbox expanded forward and downward	Harder to low profile
ST. HK pushback reduced on counter hit	Allows for new combos at point-blank range
CR. LP hitbox expanded forward	—
CR. LP no longer chains into → + LP	—
CR. MK startup reduced from 8 frames to 7	Even more reliable tool for whiff punishing or stopping an opponent from walking away from you
→ + MK hitbox expanded forward	More useful tool for getting in
Step Straight knocks down airborne opponent on hit	Also puts airborne opponent in limited juggle state, allows for damaging backdash punishes
All target combo damage increased by 10	—
Target Combo 1 chip damage on second hit removed	—
Victory Rose damage increased from 0 to 1, hitstun increased by 7 frames, recovery reduced from 55 frames to 37	Much more useful for setting up offense, less likely to cause Dudley to drop his combos due to poor hitstun
HP Machinegun Blow pushback reduced on hit	Now in a better position for a follow-up attack
All versions of Short Swing Blow gained throw invincibility through 1st active frame	Now works as originally intended to punish throw attempts
EX Short Swing Blow startup reduced from 24 frames to 20, now causes hard knockdown	—
Dart Shot gained 1 point of juggle potential	—
Ultra 1 travels further	Easier to punish projectiles

LONG RANGE

This isn't your ideal position, so focus on moving into close or mid-range. Use HK Ducking (↓ + HK) against projectiles to dip under them. If you're in range for it, perform the Straight extension with P to tag a recovering enemy with a quick punch. Against projectiles with especially heavy recovery, you can forgo the extension and go for a combo when you recover, but this usually requires you to do Ducking just as the shot is released. EX Ducking travels a bit faster than other versions while also allowing its extensions faster activation, so use it if you need the extra juice versus quicker projectiles (like Guile's Sonic Boom).

When Dhalsim's or Seth's long-range limbs are giving you trouble, you have a few attack-specific counters at your disposal. Dhalsim's standing LK, crouching MP, and crouching HP can all be countered by preemptively sticking out Dudley's crouching MK to meet the limbs. Dhalsim's standing MP and HP, along with Seth's standing HP, can be countered with an early standing HK buffered into EX Machinegun Blow (Combo III). There's no risk in doing the EX Machinegun Blow command every time you whiff standing HK, because if ST. HK whiffs then Machinegun Blow never occurs, and if Dhalsim's limb runs into it, the combo commences as normal.

MID-RANGE

Whiff punishing pokes with Dudley is difficult, often requiring methods specific to the incoming attack. Instead, rely on preemptively colliding with your foe's incoming limbs with your own attacks, while also cautiously controlling their forward movement. There's no easy answer for playing Dudley at this distance, and every exchange is a risky venture that you must undertake to gain ground.

First, control your opponent's approach. Dudley's farthest-reaching attack is → + HP, which leads into Combo IV if it counter-hits or connects meaty. This is ideal for catching an enemy walking forward. If the opposing character moves in closer than this attack's striking range, do standing HP instead. Your opponent's answer to this is to back up and do long-reaching low attacks that slip under → + HP and standing HP (for example, crouching MK from Cammy, Ken, Akuma, Ryu, Juri, Ibuki, or Sakura). Counter these low-profile pokes with an early crouching MK positioned so that the opponent runs into the tip of Dudley's glove. Otherwise, try to back out of their range then punish their whiff with crouching MK.

The enemy may bully you with long-range mid-level attacks to stop you from walking forward or using preemptive, approach-halting attacks. You can respond to this by jumping forward, performing an early Focus to absorb and counter (into Combo III), or backing out of range and whiff-punishing with → + MP or standing HK (into Combo III). Standing HK is an attack-specific punish and must be done immediately against your foe's extended limb, so be aware of the matchup you're in. Examples of attacks it works against are Ryu's standing MK, Sagat's standing MK and HK, Vega's crouching MP, Juri's crouching MK, and Guy's standing MK. In any case, where standing HK doesn't have enough range to punish a whiff (like against Chun-Li's standing MP), fall back on → + MP instead.

When your foe backs up to force crouching MK or → + HP to miss, walk very far forward and do → + HP. It leaves you at a frame advantage on block if it makes contact from as far away as possible, giving you an opportunity to start an offense. When guarded, perform crouching LP ▷ ↓ + LP to stop immediate counter attacks. When your opponent is hesitant to attack, simply walk into close range. If you're feeling lucky, perform MK Ducking (↓ + MK) to slip into close range when your foe is especially hesitant. If you think they may poke at Ducking, perform its P Straight extension to punch them in the face.

Crouching HK is a clunky option for catching the opponent's stray limbs at this distance. If your opposition is especially finicky about catching dashes, Ducking, or → + HP on reaction to their release, the sluggish crouching HK may bait them into reacting with a long-range low attack, which CR. HK can catch the tip of. This is typically effective against the same crouching attacks crouching MK works against.

Jump over projectiles and normal attacks with especially long recovery periods. If you successfully clear an attack, hit your foe with the jump attack of your choice, then land and transition into Combo IV. If you guess incorrectly and they didn't do an attack, you can try challenging their anti-air by doing a very early jumping MK or HK. This may beat non-invincible anti-airs if they're done later than normal, but this can't be relied upon.

If at any point your adversary takes to the sky to avoid your ground attacks, punish the jump with standing MK or EX Jet Upper. Generally save EX Jet Upper for high-priority jumping attacks that standing MK can't beat, like Cammy's EX Cannon Strike or Seth's dive kick. Combo VI is also possible against players doing late jump attacks, though it's difficult to get away with it. If standing MK connects against the opposing character at a high altitude, immediately perform HK Ducking to move directly next to the target. Depending on how close you are to them when standing MK hits, sometimes HK Ducking passes behind the enemy for an ambiguous side switch.

CLOSE RANGE

This is where the fun starts. Dudley has no shortage of pressure options, most of which leave you at a heavy frame advantage while keeping you directly next to the enemy. His core offense revolves around Combo I and II, a low and overhead combo respectively. Combo I has a flexible opening that easily transitions into other options on guard. If the first two hits are blocked, walk up and go for a throw, Combo I, or Combo II again. A break can be left after the first hit as well to go for a throw or the counter-hit setup of your choice. Stomach Blow (→ + MP), for example, can be used after crouching LP 1~2 to counter late throw tech attempts. It keeps you next to the opponent with heavy frame advantage, so it can be done after any failed close-range exchange to move back in. A verified hit leads to Combo III. If guarded, transition into a throw, Combo I, Combo II, or → + MK again.

If you're directly next to the opponent, CR. HP can be done to counter delayed throw techs. It leads to a 1-frame link directly into ST. HK (canceled into any Machinegun Blow). Although it's generally better to use → + MK for this, CR. HP has the secondary purpose of also catching jumps, which is important against a character like Cammy who may use neutral jump EX Cannon Strike to counter your throws or slower close range attacks. You can also option select CR. HP with a throw input to improve its effectiveness (↑ + LP + LK + HP).

Alternatively, Dudley's standing MK has the unique property of hardly pushing the enemy away on contact, leaving you in range to keep your attack going. Even though its frame data doesn't technically allow for follow-up attacks on guard (Dudley's left at -1), its fast total animation can throw off the opponent's guarding habits when it's mixed in with → + MK and crouching LP. If it happens to counter hit, link into Combo I. When blocked go for gold, despite the disadvantage, and attack with a throw or crouching LP, or use LK Short Swing Blow when you think a counter attack is coming. A normal hit leaves you at +3 directly next to the enemy.

If you're ever pushed out of point-blank range (like after crouching LP x2 is blocked), you can perform a normal move canceled into Ducking (↓ + LK) to move back in. Ideally, standing HK is the best for this because it leaves you at only -2. You can prevent attacks against this minor disadvantage by doing the Ducking ▷ Upper extension, or by doing LK Short Swing Blow as soon as you recover. Neither option is necessary due to Dudley's 3-frame crouching LP, however, which will at least trade with many of the things your opponent throws at you. This technique also functions as a counter-hit combo setup; if standing HK counter hits an incoming attack, Ducking moves you back into range to link into crouching LP, allowing you to transition into Combo I.

Dudley's wakeup strategy is simple: vary between Combo I, Combo II, and throws. You'll have to compensate for delayed wakeup, since mistiming → + HK against it leaves you vulnerable. Combo I can be swapped out with Combo VI when the opponent is looking for → + HK ; its slow startup looks similar to the overhead, which can throw off a player's blocking habits. Against a cornered foe, forward jumping LK can be timed to cross-up as they rise. This is the only situation where it does this. For example, perform a forward throw while a foe is cornered; when you recover, purposefully whiff a LP Jet Upper then jump forward. Do air LK early to hit the opponent from the front, or slightly later to hit their back. Look for the "Technical" prompt to appear during the whiffed LP Jet Upper. If it appears, don't jump forward, because delayed wakeup will thwart the setup. You can compensate for delayed wakeup by waiting a moment before jumping after the whiffed LP Jet Upper, but this is both risky and difficult to time properly.



Combos

I. CR. LK, CR. LP, ST. HK then cancel into either:

↓ + MP
198 damage, 335 stun
↓ + P P, ↓ + LK ▷ K
273 damage, 453 stun
Near corner, ↓ + P P, → + HK
249 damage, 393 stun
Near corner, ↓ + P P, ↓ + LK ▷ LP, ↓ ↓ + P P P
393 damage, 453 stun

The opening crouching LK should be replaced with crouching LP when you're fishing for counter hits due to its faster speed. When using a chained opening of crouching LP ▷ crouching LP, you can input the second crouching LP input with ↑ + LP + MK to turn it into an option select; if the opponent backdashes away from the first crouching LP, crouching MK comes out to catch their recovery if you're near a corner. MP Machinegun Blow can be replaced with its LP or HP variants, with LP granting less damage but a +2 frame advantage on hit, while HP deals the most damage but leaves you at a neutral position.

After EX Machinegun Blow hits, the → + HK juggle is your weakest option, but it's the only one that causes a hard knockdown.

II. → + HK, then link into either:

CR. LP, ST. HK ▷ ↓ + P P, juggle with ↓ + LK ▷ K
323 damage, stun 503
Near corner, ST. HK ▷ ↙ + LP, ↓ + LP
319 damage, stun 451
Near corner, ST. HK ▷ ↙ + LP, ↓ ↓ + P P P
426 damage, 410 stun
Near corner, ST. HK ▷ ↙ + LP, ↓ + K K ▷ P, ↓ + K K ▷ P, ↓ + LP
431 damage, 691 stun

Dudley's Dart Shot links into two key moves, CR. LP and ST. HK. The link into CR. LP is 2 frames, while the ST. HK link is 1. Although it's difficult, linking directly into CL. HK improves overall combo damage. Practice plinking to make it easier. The final combo containing two EX Ducking Straights is extremely difficult, and should only be done when you're confident your execution is up to par. There's no trick to it. Perform EX Ducking, then string into its Straight extension as fast as possible, after you recover from LP Jet Upper. Only do it to build up an opponent's stun, hunting for a dizzy. The same EX Ducking Straight juggles also work off of EX Machinegun Blow and are easier to perform, but the meter cost is higher.

III. → + MK, ST. MP, ST. HK ▷ then cancel into either:

↓ + MP
308 damage, 435 stun
↓ + P P, juggle with ↓ + LK ▷ K
383 damage, 553 stun
Near corner, ↓ + P P, ↓ + LK ▷ P, ↓ ↓ + P P P
501 damage, 553 stun

Let this loose when you get a big opening. It also works if you land a stray → + MK hit-check offensively, but you're better off linking into Combo I instead since ST. MP misses against crouching opponents. Note that ST. MP misses against a number of standing characters during this combo: Adon, Akuma, Blanka, Dan, El Fuerte, E. Honda, Ken, Ryu, Vega, Yang, and Yun.

IV. → + HP (hits late or counter hits), CR. LP ▷ ↓ + LP

222 damage, 330 stun

The spacing required for → + HP to hit late is very specific. Learning the spacing is half the battle. Just position yourself so that the punch hits at the very tip of its travel. If it hits against a standing opponent, you can link into ST. LP, then ST. MP ▷ ↓ + MP for additional damage.

V. Enemy airborne, early ↙ + LP, then juggle with either:

↓ + LK ▷ K
200 damage, 300 stun
↓ + LK ▷ P, ↓ + K K ▷ K
276 damage, 460 stun
↓ + K K ▷ P, ↓ + K K ▷ P, ↓ + K K ▷ K
344 damage, 600 stun

If you're certain a jump is coming, this anti-air combo can be done as long as your LP Jet Uppercut hits the opponent just as they start coming down from the top of the arc. It absolutely will not work against dive kicks, so take your matchup into consideration.

VI. CR. HK, then juggle with either:

↓ + LK ▷ K
220 damage, 320 stun
↓ + LK ▷ P, ↓ + K K ▷ K
296 damage, 480 stun
↓ + LK ▷ P, ↓ ↓ + P P P
428 damage, 320 stun
Near corner, CR. HK, CR. HK
280 damage, 336 stun
Mid-screen, ↓ + K K ▷ P, ↓ + LK ▷ P, ↓ + K K ▷ K (only 1st hit connects), opponent ends up in corner, ↓ + LK ▷ P, ↓ + K K ▷ P, ↓ + LP
499 damage, 916 stun

Crouching HK causes a limited juggle state, one that leads to high-damage juggles. The final combo variant is position specific, very difficult, and only works against specific cast members (like C. Viper, Dhalsim, Sakura, Yang, and Yun). EX Ducking Upper must hit once for the remainder of the juggle to work, which only happens against those characters as long as you're relatively far away when it hits. After EX Ducking Upper hits, the opponent must then fall into a corner for the rest to work. When finished, the combo inflicts enough stun damage to instantly dizzy Akuma and Evil Ryu, and to put any other cast member at the verge of a stun.

VII. Against enemy attack, ↓ + P P, ↓ ↓ + P P P

456 damage, 250 stun

Cross Counter deflects incoming attacks. In this case, EX Cross Counter leads to a juggle into Ultra II. This is ideal against dive kicks, which are difficult to counter with standing MK.

VIII. ↙ + P P ▷ FADC forward, CR. HK, ↓ ↓ + P P P

390 damage, 270 stun

Dudley's only real reversal is EX Jet upper, which is fully invulnerable. If Ultra II isn't available, you can juggle into → + HK instead to score a hard knockdown, but this should only be done when it's absolutely necessary.

IX. → + MK, CL. HK ▷ ↓ + LK ▷ Lv.1 Red Focus, dash, then link into either:

→ + MK, ST. MP, ST. HK ▷ ↓ + P P, → + HK
460 damage, 658 stun
↓ ↓ + P P P
506 damage, 480 stun
↓ ↓ + K K K
530 damage, 480 stun

EX Red Focus gives Dudley a new source of damage, albeit an expensive one. The first variant of this combo deals high stun damage and leaves the enemy next to you. A follow-up attack can potentially dizzy them if it hits. The 2nd and 3rd variation are easy ways of linking directly into Dudley's Ultra Combos, a great way to quickly end a round. Note that → + MK can be replaced with → + HK to start the whole sequence off of an overhead.

E. HONDA

First appearance: *Street Fighter II* (1991)



Data

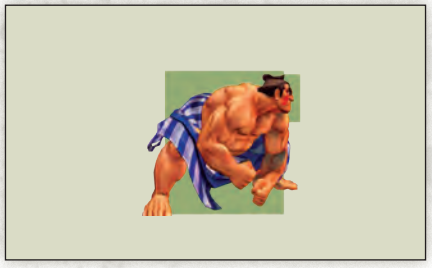
STAT	VALUE	RANK
Vitality	1050	A
Stun Threshold	1100	S
Forward Walk Distance Per Frame	0.045	B
Backward Walk Distance Per Frame	0.03	C
Dash Duration in Frames	19	B
Dash Distance	0.08	E
Backdash Duration in Frames	8 invincible, 10 airborne, 9 recovery (27 total)	C
Backdash Distance	0.09	C-
Pre-jump Frames	4	A
Jump Duration in Frames	37	B-
Diagonal Jump Distance	1.98	B+

W Ultra Damage 75%

Standing



Crouching



Jump Arc



Costume 1



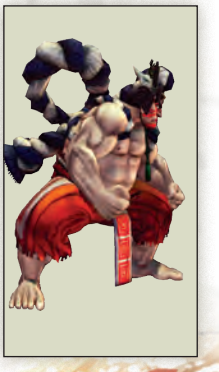
Costume 2



Costume 3

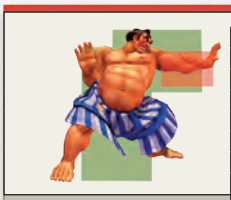


Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

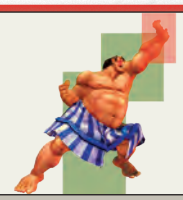
MP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	30, 50
STUN	50, 50
STARTUP	7
ACTIVE	2 (4) 1
RECOVERY	9
ON HIT	+7
ON BLOCK	+4
CANCEL	SP, SU, TC

NOTES Cancelable only on 1st hit

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (10)
STUN	200 (150)
STARTUP	8
ACTIVE	6
RECOVERY	12
ON HIT	+5
ON BLOCK	+0
CANCEL	SU

NOTES Forces standing, lower damage and stun on active frames 3~6

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	30, 100
STUN	125, 75
STARTUP	6
ACTIVE	2, 3
RECOVERY	14
ON HIT	+6
ON BLOCK	+1
CANCEL	SU

NOTES 2nd hit forces standing

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (90)
STUN	200
STARTUP	10
ACTIVE	6
RECOVERY	16
ON HIT	+0
ON BLOCK	-4
CANCEL	SU

NOTES Lower damage on active frames 4~6

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	SU

NOTES —

HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	150
STARTUP	7
ACTIVE	3
RECOVERY	21
ON HIT	-2
ON BLOCK	-6
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	7
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	11
ACTIVE	4
RECOVERY	16
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	200
STARTUP	14
ACTIVE	2
RECOVERY	14
ON HIT	—
ON BLOCK	+2
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	7
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincible

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~17f lower body projectile invincible

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	7
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~15f lower body projectile invincible

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	9
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~17f lower body projectile invincible

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	130
STUN	200
STARTUP	7
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~16f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincible

Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincible

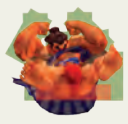
Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincible

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincible

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible, 6~12f lower body invincibility

NORMAL THROWS

E. Honda's forward throw puts your opponent on the ground just in front of you. E. Honda can time the beginning of a 4-frame safe jump against an opponent who wakes up at the standard time by forward dashing then whiffing a crouching (MP).

After a back throw, E. Honda is too far to reach his opponent from mid-screen. You can either whiff an Ochio Throw for a bit of meter gain or use a MP Sumo Headbutt to travel forward while starting a charge and building a small amount of meter.



Sabaori (LP) + (LK)

DAMAGE	140
STUN	180
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.908

Rice Bale Throw ⟲ + (LP) + (LK)

DAMAGE	150
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.908

FOCUS ATTACKS

E. Honda's focus attack has slightly below-average range, but it works well enough against moves such as Balrog's Dash Straight and Fei Long's Rekkaken. Against moves that outrange all of E. Honda's pokes, like Dhalsim's heavy attacks, Ken's Step Kick, and Sagat's Low Step Kick, sometimes you'll have to rely on your Focus Attack to try to convince your opponent to stop; even if you can only land a level 1 Focus Attack, it's good to show your opponent that they can't keep you out with normal moves alone. On hit and block, level 1 Focus Attack is -3, so it's often better to backdash cancel after the hit rather than dash cancel and be right next to your opponent with such a large disadvantage.

E. Honda can employ the new Red Focus Attack for confirmable crumples from Hundred Hand Slap combos. If the opponent is willing to use Red Focus as an anti-poke, pay attention; this is dangerous for E. Honda, since poking with the bread and butter of CR. LP ▷ Hundred Hand Slap doesn't shatter Focus. An opponent can conceivably use Red Focus charge to absorb the whole thing before hitting E. Honda back (and with a freshly-built Revenge Gauge, too).



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	21 (-3)
ON BLOCK	21 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

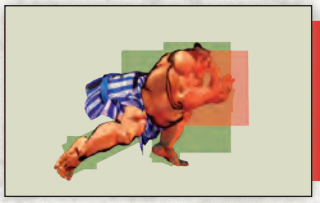
HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	15 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	21 (-3)
ON BLOCK	21 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	15 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

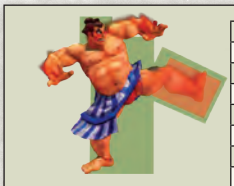
HITS	1
BLOCK LEVEL	–
DAMAGE	240
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Shikofumi (and target combo)

↶ + HK (and MP ▷ ↶ + HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	130
STUN	200
STARTUP	30
ACTIVE	2
RECOVERY	19
ON HIT	–
ON BLOCK	-3
CANCEL	KARA

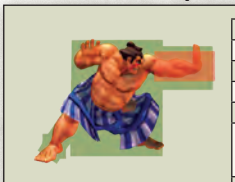
NOTES 15~29f cancelable to specials and Super

Shikofumi: E. Honda's slow overhead knocks down on hit and can be kara canceled to any of his special moves. Unlike most moves that can be used for kara cancels, Shikofumi actually moves E. Honda backwards, actually reducing the range on a potential kara-canceled Ochio throw. Shikofumi kara canceled to Hundred Hand Slap is the quickest way to activate hands if you are not in range to hit your opponent with a cancelable normal, and it's the most useful way to use this execution trick.

Target Combo: E. Honda can cancel the first hit of close MP to Shikofumi. Due to Shikofumi's slow startup, this is not a combo on any character. Shikofumi retains its kara-cancelable property when used in this manner, which means that it's possible to kara cancel from a blocked close MP (one hit) into Shikofumi, then immediately kara cancel Shikofumi into Ochio Throw or Hundred Hand Slap.

SPECIAL MOVES

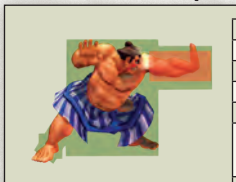
LP Hundred Hand Slap Mash P x4, LP



HITS	3
BLOCK LEVEL	HL
DAMAGE	30 X3
STUN	20 X3
STARTUP	6
ACTIVE	3 (3) 1 (3) 2 (4) 1 (3) 1 (4) 2 (3) 1
RECOVERY	16
ON HIT	+5
ON BLOCK	+1
CANCEL	SU

NOTES Only cancelable on first hit, puts airborne opponent into limited juggle state

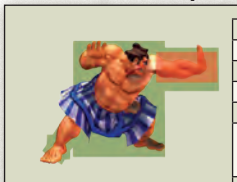
MP Hundred Hand Slap Mash P x4, MP



HITS	4
BLOCK LEVEL	HL
DAMAGE	30X4
STUN	20X4
STARTUP	9
ACTIVE	2 (4) 1 (3) 2 (4) 1 (2) 2 (4) 1 (3) 2
RECOVERY	15
ON HIT	+8
ON BLOCK	+4
CANCEL	SU

NOTES Only cancelable on first 2 hits, puts airborne opponent into limited juggle state

HP Hundred Hand Slap Mash P x4, HP



HITS	7
BLOCK LEVEL	HL
DAMAGE	15X7
STUN	20X7
STARTUP	9
ACTIVE	2 (4) 1 (3) 2 (4) 1 (2) 2 (4) 1 (3) 2
RECOVERY	13
ON HIT	+10
ON BLOCK	+3
CANCEL	SU

NOTES Only cancelable on first 4 hits, puts airborne opponent into limited juggle state

Hundred Hand Slap: E. Honda slaps his opponent up to seven times, attacking faster and with higher frequency depending on the strength of punch used to activate Hundred Hand Slap. With the MP and HP versions, E. Honda takes a step forward as he begins slapping (with the HP version moving farther forward). As Hundred Hand Slap is a mash move, it can be done without retaining charge, allowing E. Honda to land a combo off of any of E. Honda's cancelable moves while he is advancing.

"Mash" type moves require four punch or kick inputs within a short window, before a fifth input determines the strength of the move. In order to produce these moves quickly, especially when canceled into from normal moves, players use "piano" button sequences. For HP Hundred Hand Slap, the most useful piano sequences are LP~MP~HP~LP~HP or LP~HP~MP~LP~HP. The first LP press also doubles as crouching LP (while holding ↓ to crouch, of course) in E. Honda's Combo I bread and butter. On a joystick, roll your wrist while hitting each button with a different finger to speed up execution, and make sure you leave a tiny gap between the last two button presses to avoid an errant EX version. If you intentionally want an EX version, you can either plink the last two inputs, or simply hit multiple buttons at once at the end. For more on mash move execution, see Blanka's Electric Thunder description.

EX Hundred Hand Slap
Mash P x4, P P



HITS	7
BLOCK LEVEL	HL
DAMAGE	15X6, 30
STUN	20X7
STARTUP	9
ACTIVE	2 (4) 1 (3) 2 (4) 1 (2) 2 (4) 1 (3) 2
RECOVERY	19
ON HIT	+5
ON BLOCK	0
CANCEL	SU

NOTES Only cancelable on first 4 hits, puts airborne opponent into limited juggle state

LP Hundred Hand Slap Extension During Hundred Hand Slap
mash P x4, LP

HITS	4
BLOCK LEVEL	HL
DAMAGE	30X4
STUN	20X4
STARTUP	4
ACTIVE	1 (3) 2 (4) 1 (2) 2 (4) 1 (3) 2
RECOVERY	16
ON HIT	+12
ON BLOCK	+8
CANCEL	–

NOTES Puts airborne opponent into limited juggle state

MP Hundred Hand Slap Extension During Hundred Hand Slap
mash P x4, MP

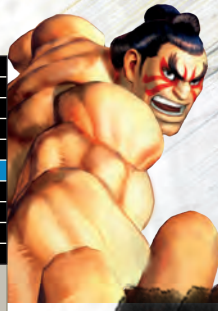
HITS	4
BLOCK LEVEL	HL
DAMAGE	30X4
STUN	20X4
STARTUP	4
ACTIVE	1 (3) 2 (4) 1 (2) 2 (4) 1 (3) 2
RECOVERY	15
ON HIT	+12
ON BLOCK	+8
CANCEL	–

NOTES Puts airborne opponent into limited juggle state

HP Hundred Hand Slap Extension During Hundred Hand Slap
mash P x4, HP

HITS	4
BLOCK LEVEL	HL
DAMAGE	15X4
STUN	20X4
STARTUP	4
ACTIVE	1 (3) 2 (4) 1 (2) 2 (4) 1 (3) 2
RECOVERY	13
ON HIT	+13
ON BLOCK	+9
CANCEL	–

NOTES Puts airborne opponent into limited juggle state



HP Hundred Hand Slap leaves E. Honda at a large advantage on hit, allowing him many different options to end a combo with (see the Combo section for multiple examples). Because it's so important for mobility to be able to convert an attack to a combo without charge, it is important to be able to cancel attacks into Hundred Hand Slap every time you intend to use it.

The EX version is now +5 on hit, allowing a few new links and a much easier link to crouching LP. E. Honda can move forward or backward during EX Hands, though you should generally move him forward to ensure the maximum number of hits.

Sumo Headbutt: E. Honda propels himself head-first across the stage just above the ground. Upon hitting an opponent, E. Honda bounces off and lands three character lengths back. All versions of Sumo Headbutt are considered grounded for the first two active frames and will go over Sagat's Low Tiger Shots and Juri's LK Fuhajin once airborne. The LP version has upper body invincibility and the MP version has lower body invincibility, while both are projectile invincible until airborne, meaning they will safely travel over Sagat's and Juri's low projectiles from startup until the active frames end. E. Honda's LP Sumo Headbutt works well for anti-air if you use it early and your opponent isn't landing far in front of you. It also works well to stop moves like Balrog's LP Dash Straight or Fei Long's Rekkaken. MP Sumo Headbutt can crush low attacks like Guile's or Ryu's crouching MK, though low attacks with taller hitboxes like Chun-Li's crouching HK or Sagat's crouching MK will easily counter-hit your low-crush attempt. Against a character with meaty projectiles that dissipate over time, you can take advantage of the early projectile invincibility granted with the LP and MP versions to begin a headbutt when your opponent expects you to be forced to block.

All versions end with disadvantage on block, but against many characters, LP, MP, and HP Sumo Headbutts are safe. Characters with exceptionally good ranged normals like Chun-Li or Dhalsim are able to punish some or all of E. Honda's Sumo Headbutts on block. EX Sumo Headbutt is E. Honda's best anti-air attack overall, though it has only 1 active invincible frame, so it can occasionally end up with E. Honda receiving a ground combo against aerial attacks from straight overhead. This happens most often against dive kicks; if a character with a dive kick jumps at you, it is often best to walk backward for a bit before activating EX Sumo Headbutt to anti-air your opponent.

LP Sumo Headbutt
Charge back, ← + LP



NOTES 1~14f upper body invincibility and complete projectile invincibility, 15~29f goes over lows and low projectiles, 15~43f airborne, damage increase while airborne, soft knockdown, puts opponent in limited juggle state, armor break, charge time 55f

HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (120)
STUN	200
STARTUP	13
ACTIVE	17
RECOVERY	14+13 ON GROUND
ON HIT	–
ON BLOCK	-9
CANCEL	SU

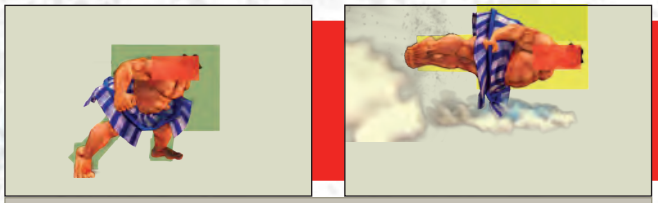
MP Sumo Headbutt
Charge back, ← + MP



NOTES 1~10f lower body invincibility and complete projectile invincibility, 11~29f goes over lows and low projectiles, 11~43f airborne and damage reduction while airborne, soft knockdown, puts opponent in limited juggle state, armor break, charge time 55f

HITS	1
BLOCK LEVEL	HL
DAMAGE	140 (130)
STUN	200
STARTUP	9
ACTIVE	21
RECOVERY	14+13 ON GROUND
ON HIT	–
ON BLOCK	-13
CANCEL	SU

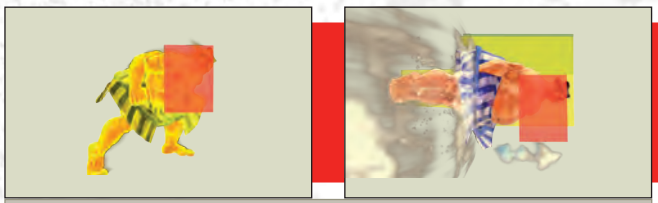
HP Sumo Headbutt
Charge back, ← + HP



NOTES 10~29f goes over lows and low projectiles, 11~43f airborne and damage reduction while airborne, soft knockdown, puts opponent in limited juggle state, armor break, charge time 55f

HITS	1
BLOCK LEVEL	HL
DAMAGE	160 (140)
STUN	200
STARTUP	8
ACTIVE	48
RECOVERY	14+13 ON GROUND
ON HIT	–
ON BLOCK	-16
CANCEL	SU

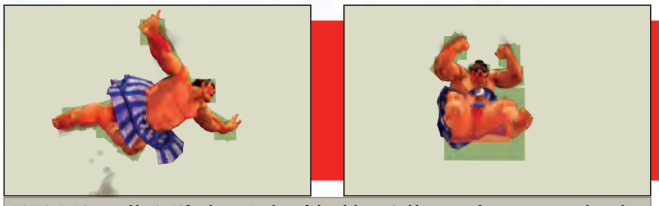
EX Sumo Headbutt
Charge back, ← + P P



NOTES 1~8f invincible, 10~29f goes over lows and low projectiles, 11~43f airborne and damage reduction while airborne, soft knockdown, puts opponent in limited juggle state, juggle potential 2, armor break, charge time 55f

HITS	1
BLOCK LEVEL	HL
DAMAGE	160 (140)
STUN	200
STARTUP	8
ACTIVE	25
RECOVERY	14+13 ON GROUND
ON HIT	–
ON BLOCK	-8
CANCEL	SU

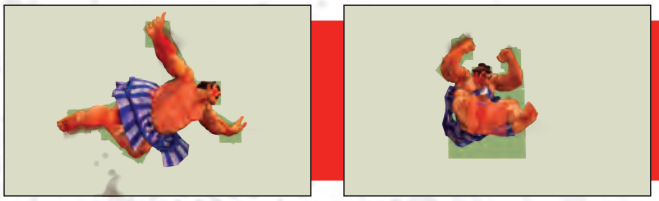
LK Sumo Smash
Charge down, ↓ + LK



HITS	2
BLOCK LEVEL	HL,H
DAMAGE	80, 100
STUN	100, 150
STARTUP	14
ACTIVE	7 (14) 6
RECOVERY	18
ON HIT	–
ON BLOCK	-2
CANCEL	–

NOTES 1~12 invincible, 8~40f airborne, 1st hit soft knockdown, 2nd hit puts airborne opponent in limited juggle state and soft knockdown, 2nd hit hard knockdown on grounded opponent, charge time 55f

MK Sumo Smash
Charge down, ↓ + MK



HITS	2
BLOCK LEVEL	HL,H
DAMAGE	90, 110
STUN	100, 150
STARTUP	14
ACTIVE	7 (14) 9
RECOVERY	18
ON HIT	–
ON BLOCK	-2
CANCEL	–

NOTES 1~13 invincible, 8~43f airborne, 1st hit soft knockdown, 2nd hit puts airborne opponent in limited juggle state and soft knockdown, 2nd hit hard knockdown on grounded opponent, charge time 55f

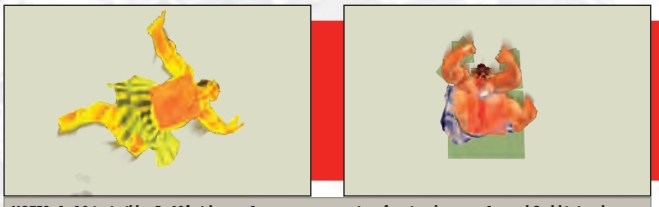
HK Sumo Smash
Charge down, ↓ + HK

HITS	2
BLOCK LEVEL	HL,H
DAMAGE	100, 120
STUN	150, 150
STARTUP	14
ACTIVE	7 (14) 15
RECOVERY	18
ON HIT	–
ON BLOCK	-3
CANCEL	–

NOTES 1~12 invincible, 7~49f airborne, 1st hit soft knockdown, 2nd hit puts airborne opponent in limited juggle state and soft knockdown, 2nd hit hard on knockdown grounded opponent, charge time 55f

Sumo Smash: E. Honda flies upward at a 45 degree angle, pauses for a moment at the apex, then plummets to the ground. All versions of Sumo Splash have varying degrees of invincibility, though only the EX version has active invincible frames. LK, MK, and EX Sumo Smashes are generally safe on block except against characters with 2-frame moves, like T. Hawk and Zangief. Taller characters such as Sagat and Seth also add additional recovery time when they block the second hit and are able to use 3-frame punishes on E. Honda. The LK version often works well as an alternative to a throw tech when you have charge and another character is up close pressuring you, but use caution when attempting this against thinner characters such as Fei Long and M. Bison because the second hit will often whiff, giving your opponent an opportunity to punish. Due to the steep angle, the HP and EX versions are good for chasing down characters attempting to run away from E. Honda by jumping backward. They can also work for anti-airing a jumping opponent who is landing too far in front of you for EX Sumo Headbutt to hit.

EX Sumo Smash
Charge down, ↓ + K K

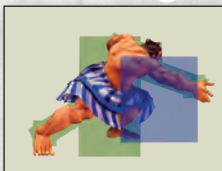


HITS	2
BLOCK LEVEL	HL,H
DAMAGE	100, 80
STUN	100, 100
STARTUP	9
ACTIVE	6 (14) 12
RECOVERY	18
ON HIT	–
ON BLOCK	-2
CANCEL	–

NOTES 1~10 invincible, 5~40f airborne, 1st puts opponent into free juggle state, 1st and 2nd hit juggle potential 1, 2nd hit soft knockdown on airborne opponent, 2nd hit hard knockdown on grounded opponent, charge time 55f

Although the downward hit can cross over, an opponent who is paying attention can simply wait until you realign in the air and then start charging a Focus Attack. If the second hit connects against an airborne opponent, E. Honda can juggle with EX Headbutt, Super, or Ultra I if you are close enough and generally near a corner. Against a grounded opponent, the second attack is a hard knockdown. If your opponent does a delayed wakeup, you can time a 4-frame safe jump by whiffing a crouching MP, then neutral jumping, then coming down with either jumping HK or HP, depending on if you are close enough for HK to hit or if you need the maneuverability of neutral jumping HP. Assuming your opponent wakes up at normal timing, E. Honda can use a neutral jump ← + HP to move himself to the far side, then safely attack with a meaty crouching MK or an Ochio Throw.

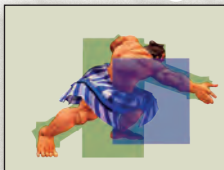
LP Ochio Throw
↻ + LP



HITS	2
BLOCK LEVEL	–
DAMAGE	80, 80
STUN	50, 50
STARTUP	5
ACTIVE	2
RECOVERY	41
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.504, hard knockdown

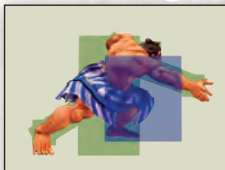
MP Ochio Throw
↻ + MP



HITS	2
BLOCK LEVEL	–
DAMAGE	85, 85
STUN	50, 50
STARTUP	5
ACTIVE	2
RECOVERY	41
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.354, hard knockdown

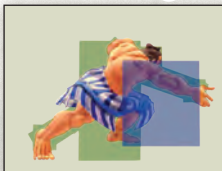
HP Ochio Throw
↻ + HP



HITS	2
BLOCK LEVEL	–
DAMAGE	90, 90
STUN	50, 50
STARTUP	5
ACTIVE	2
RECOVERY	41
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.304, hard knockdown

EX Ochio Throw
↻ + P P



HITS	2
BLOCK LEVEL	–
DAMAGE	95, 95
STUN	75, 75
STARTUP	5
ACTIVE	2
RECOVERY	41
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f throw invincible, range 1.524, hard knockdown

Ochio Throw: E. Honda grabs his foe and slams them face-first on the ground before jumping and landing on them for additional damage. Ochio Throw has good range and does more damage than normal throws, but it's somewhat on the slow side, starting up in 5 frames. The LP and EX versions have enough range to grab an opponent after ticking them up to three times with crouching LK. Against most characters, you can safely whiff an Ochio Throw to build meter after landing a Sumo Headbutt; be cautious against characters with exceptionally fast full-screen attacks, like Seth's Ultra I, since they will be able to punish this if they are paying attention. The EX version is also invincible to throws until the active frames are done, allowing you to over prioritize and stuff obvious throw attempts.



LP Super Killer Head Ram
Charge back, ← → ← + LP

HITS	2
BLOCK LEVEL	HL
DAMAGE	160, 240
STUN	0
STARTUP	1+8
ACTIVE	13 (36) 23
RECOVERY	14+17 ON GROUND
ON HIT	—
ON BLOCK	-6

NOTES 1~13f invincible, 14~70f projectile invincible, 8~44f and 55~84f airborne, all hits full juggle potential

MP Super Killer Head Ram
Charge back, ← → ← + MP

HITS	2
BLOCK LEVEL	HL
DAMAGE	160, 240
STUN	0
STARTUP	1+9
ACTIVE	16 (36) 23
RECOVERY	14+17 ON GROUND
ON HIT	—
ON BLOCK	-6

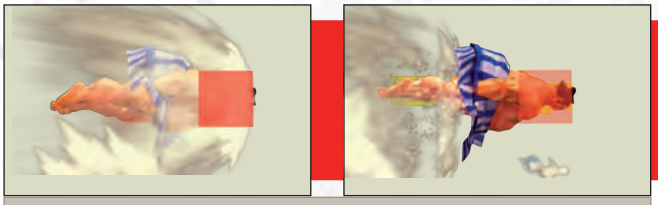
NOTES 1~12f invincible, 13~74f projectile invincible, 8~48f and 59~88f airborne, all hits full juggle potential

HP Super Killer Head Ram
Charge back, ← → ← + HP

HITS	2
BLOCK LEVEL	HL
DAMAGE	160, 240
STUN	0
STARTUP	1+9
ACTIVE	25 (36) 23
RECOVERY	14+17 ON GROUND
ON HIT	—
ON BLOCK	-6

NOTES 1~9f invincible, 10~93f projectile invincible, 8~44f and 55~107f airborne, all hits full juggle potential

Super Combo: Super Killer Head Ram: E. Honda performs a pair of Sumo Headbutts, the second one hitting for far more damage. Super Killer Head Ram is a highly damaging Super Combo that can easily combo from either HP Hundred Hand Slap, Sumo Headbutt, or several normal moves. Super Killer Head Ram breaks armor, so in a pinch, you can cancel into it to beat a Red Focus Attack that's absorbing your Hundred Hand Slap. On block, this Super does 100 chip damage, so by canceling off of the fourth hit of Hundred Hand Slap you can get 115 unavoidable damage, or 87 after damage scaling for the bottom portion of another character's vitality bar.



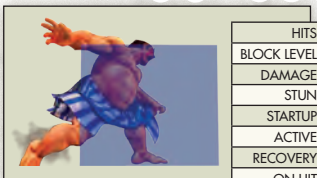
NOTES 1~10f invincible, 11~33f projectile invincible, armor break, juggle potential 1, hard knockdown

Ultimate Killer Head Ram
Charge back, ← → ← + P P P

HITS	1 (8)
BLOCK LEVEL	HL
DAMAGE	60 (60X7, 90)
STUN	0
STARTUP	0+10
ACTIVE	24
RECOVERY	22+13 ON GROUND
ON HIT	—
ON BLOCK	-15

UCI: Ultimate Killer Head Ram: E. Honda propels himself across the screen and, on hit, drags his opponent to the corner in front of him and then slaps them eight times. Ultimate Killer Head Ram is completely invincible to projectiles until its active frames end, though it moves slowly across the screen. In order to punish a projectile on reaction, you must be actively looking for it; some projectiles, like Guile's Sonic Boom, are simply too fast to realistically hit. As it has active invincible frames, it can be used to anti-air an opponent, but the move's slow speed means you must react early and activate it near the peak of your opponent's jump. And you must beware that a character with aerial mobility is quite likely to be able to change their trajectory after the Ultra freeze, making your Ultra whiff altogether. E. Honda has enough frame advantage after HP Hundred Hand Slap to link into his Ultra (see Combo III), but the move's pushback means this doesn't work on all characters. He can also combo into his Ultra if the falling hit of Sumo Splash hits an opponent who is airborne near a corner.

Orochi Breaker ⟲ ⟲ + P P P



HITS	2
BLOCK LEVEL	—
DAMAGE	150, 300
STUN	0
STARTUP	0+1
ACTIVE	2
RECOVERY	70
ON HIT	—
ON BLOCK	—

NOTES 1~2f invincible, range 1.221, hard knockdown

UCII: Orochi Breaker: "Gotcha!" E. Honda grabs his opponent and performs an Ultra version of Ochio throw. Unlike Zangief's and T. Hawk's command grab Ultras, Orochi Breaker is active after the Ultra freeze, meaning your opponent will be free to jump out on reaction if they weren't already committed to an action, possibly punishing you with a combo. Orochi Breaker is as fast as an attack can be aside from that; it will punish moves that are -1 on block, allowing many "safe" moves to be punished hard, such as Fei Long's EX Rekkaken 2nd hit or Dan's HK Dankyaku. It also can be used to punish 4-frame safe jump setups.

Since the move now requires a 720 double-SPD motion in *Ultra Street Fighter IV*, it is now easier to do as a reversal from a crouching position. Unfortunately, it's now also harder to use to punish moves such as whiffed uppercut-style reversal. In these cases, buffer the new 720 motion with an action like a dash or a whiffed normal (like crouching LK) if you need to do it from a more neutral position.



Recommended Ultra Choice: Matchup Dependent

W Ultra reduces the damage from E. Honda's Ultras to 75% of their standard. Neither of E. Honda's Ultras are easy to land outside of canceling Hundred Hand Slap into a Red Focus crumple. Ultra I is obviously intended to help you get in past projectiles, which is otherwise a massive hole in E. Honda's repertoire. On the other hand, from any reasonable distance you won't likely be able to react to your opponent's projectile fast enough to actually get the punishment. Defensively, Ultra II makes a lot of moves that would otherwise be safe punishable for reasonable damage, however it has very limited offensive usage outside of as a highly-precise frame trap. Against characters with projectiles (especially projectiles that recover more slowly), E. Honda generally needs Ultra I. Against characters that like to get close and fight at point-blank range, Ultra II is useful. In any match you can likely find a purpose for either, so W Ultra isn't a bad idea, though the damage in your only reliable combos into Ultra will suffer even further because of additional damage scaling in combos like crouching LP ▷ HP Hundred Hand Slap ▷ EX Red Focus Attack, Ultra.

Overview

PROS:

- High damage output
- Excellent defense against fighters who prefer to fight up close
- Above average vitality and stun
- Frightening offense after cornering an opponent

CONS:

- Has trouble against opponents who want to keep you out
- Requires meter both for high damaging combos and stronger defensive options
- Ultras are difficult to land
- Technically demanding combos

E. Honda is a very polarizing character with some of the easiest and some of the hardest matchups in the game. While playing E. Honda, you need to be a wall that opponents break themselves on. His overall game plan stays consistent, but how you implement it changes depending on who has the life lead, how much time is left, and most importantly whether or not your opponent has a projectile. E. Honda is about being slow, patient, and methodical as you work your opponent toward the corner (if possible) and then stay just out of his range as you pressure him and force him to take offensive risks which you capitalize on with highly damaging combos.

E. Honda's objective is to play defensive as a wall. He achieves this by:

- Maintaining his charge whenever possible
- Relying on crouching jab ▷ HP Hundred Hand Slap for pressure
- Using careful meter management and whiffing Ochio Throw for additional meter when available
- Being willing to play slow even when you have a life deficit
- Approaching opponents with projectiles cautiously using neutral jump HP to advance slowly from ranges where you won't be hit with an anti-air attack
- Maximizing damage potential off of hits

E. HONDA'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
Vitality reduced from 1100 to 1050	—
ST. HP damage reduced from 140 to 120	—
Neutral jumping HP damage reduced from 140 to 120	—
Diagonal jumping HK damage reduced from 130 to 110	—
LP Sumo Headbutt now projectile invincible from frames 1~14	LP version will go over Sagat and Juri low projectiles from startup until recovery
All Sumo Headbutts now go over low projectiles from the 3rd active frame until recovery	E. Honda can now punish Sagat low Tiger Shots with Sumo Headbutts

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
ST. HP damage reduced from 140 to 120 for the first 3 active frames and 80 for the last 3 active frames	—
Diagonal jumping MP hitbox reduced	Does not go as low thus won't beat non-invincible anti-air attempts as frequently
LP Hundred Hand Slap damage increased from 20 to 30 per hit, from 60 to 90 total	—
MP Hundred Hand Slap damage increased from 20 to 30 per hit, from 80 to 120 total	—
HP Hundred Hand Slap damage reduced from 20 to 15 per hit, 140 to 105 total, advantage on block reduced from +6 to +3	No longer enough blocked advantage to have an uninterruptable attack
LP Sumo Headbutt now has lower body invincibility rather than upper body invincibility, damage reduced from 130 to 120 after the first 2 active frames	No longer an anti-air but will crush low attacks with long recovery such as Ryu's sweep
MP Sumo Headbutt now has lower body invincibility rather than upper body invincibility, damage reduced from 140 to 130 after the first 2 active frames	—
HP and EX Sumo Headbutt damage reduced from 160 to 140 after the first 2 active frames	—
LP Ochio Throw damage reduced from 180 to 160	—
MP Ochio Throw damage reduced from 190 to 170	—
HP Ochio Throw damage reduced from 200 to 180	—
Ultra I now projectile invincible until the last active frame	Allows E. Honda to punish full-screen fireballs
Ultra II motion now ↻ ↻ + P P P, range increased, startup changed from 1+0 to 0+1	Still punishes moves that are -1, however if opponent was doing nothing they are able to jump after the flash

Arcade Edition to 2012 Update

CHANGE	EFFECT
LP Sumo Headbutt regains its upper body invincibility, early hit damage reduced from 130 to 100	Works as anti-air again
MP Sumo Headbutt gains lower body invincibility and projectile invincibility for frames 1~9	Works as a low crush, can be used to beat projectiles at close range, goes over Sagat and Juri's low projectiles completely

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CL. HP hitbox expanded upward	Better as anti-air
ST. HP damage increased from 80 to 90 on active frames 4~6	—
Diagonal jumping MP hurtbox reduced	More likely to stuff anti-air attacks that are not invincible
Diagonal jumping MK active frames extended by 1	—
EX Sumo Headbutt pushback reduced	E. Honda remains close to his opponent allowing easy punishes on block
EX Hundred Hand Slap changed from +4 to +5 on hit, damage reduced from 140 to 120	Allows easier link to crouching jab as well as a few new links, makes high damage combos much easier
EX Ochio Throw now throw invincible from frames 1~5	—
Super now breaks armor	Allows E. Honda to cancel hands to Super to beat Red Focus attacks
Ultra I startup reduced from 11 frames to 10	—
Ultra II throw range increased from 1.16 to 1.4, input changed to ↻ ↻ + P P P	Allows E. Honda to more easily mash out Ultra II from a blocking position, stops E. Honda from being able to easily punish with Ultra without a buffer of some sort
ST. HK is now -2 on hit, -6 on block	—

LONG RANGE

From long range, your main goal is to avoid taking damage while you attempt to slowly move toward your opponent. At any point that you want to move forward, you'll have to give up access to most of your special moves, making you much more vulnerable when you approach your opponent than when you are actually attempting to fight. For this reason, choosing the time to move forward safely is of the utmost importance. As you move up, if you stop periodically to build charge, it may force your opponent to second-guess when they should attack, making for a slightly safer approach.

E. Honda needs to have a bar to have access to his more threatening defensive options; as the first round begins, it is often worthwhile to move back instead of forward so you can whiff Ochio Throw for Super Gauge. It takes nine whiffed Ochio Throws to build an entire bar. Against an opponent without a projectile, E. Honda is generally best served by attempting to back up from the beginning of the match to build meter if possible. Most players won't simply sit back as you're building bar. A character with a projectile will most certainly try to stop you from whiffing Ochio by throwing it at you. Against characters with slow projectiles such as Chun-Li, Guile, and Sakura, you can neutral jump and use HP to help you maneuver around the projectiles before whiffing another Ochio Throw safely if there's enough distance between you and your opponent. Watch how characters without projectiles react to your Ochio Throw whiffs, as most players won't sit idly by allowing you to charge an entire Super Gauge. A character with a fast-approaching move like Blanka, Juri, or M. Bison may try to punish you even at full screen. Projectiles will ruin E. Honda if you aren't exceedingly cautious with how you deal with them. At long range, you have plenty of time to recognize the threat and determine how fast the projectile is coming. Without using a Super or Ultra I, your options are to jump over it, absorb it with a Focus Attack canceled to dash, or block it and lose a bit of vitality.

The safest way around projectiles at this range is to use neutral jump HP then hold ← as you fall to avoid the projectile and gain a bit of ground. From full-screen range, it is occasionally safe to jump forward over the projectile to break through to mid-range. Forward jumping HP has enough lower-body projectile invincibility to help you avoid the projectile if it looks like you are close to hitting it. Since Ultra I travels through projectiles, if you can manage to absorb enough projectiles to enable your Ultra Combo, you can threaten projectile users even from full screen by merely holding back. It is important not to become overeager to build Revenge Gauge; try to regenerate your gray vitality between absorptions. Though it is possible to punish a projectile from full screen, you have to react very quickly since E. Honda's Ultra travels relatively slowly. If you think a projectile is about to be thrown, go ahead and buffer the motion for the Super or Ultra to save yourself a bit of time while you react to the projectile. Pay attention to your opponent's Super Gauge, particularly against Guile. His EX Sonic Booms travel so much faster than his other projectiles that you can get caught charging Focus, without any way to avoid damage, before you realize that a multi-hit attack is heading your way.

From long range, the only attacks E. Honda has that can reach an opponent are his HP and EX Sumo Headbutts and his HK and EX Sumo Slams. An opponent can react to a Sumo Headbutt from long range by simply jumping backwards, which can score them a full combo. At the same time, E. Honda can occasionally react to an attack like Rufus's crouching HP or a command grab whiffed from full screen for meter with a HP Sumo Headbutt for free damage. Likewise, Sumo Slam can occasionally be used to anti-air an opponent who is attempting to jump over a nonexistent Sumo Headbutt. But otherwise, Sumo Slam lacks as an approach, since you can simply be Focus crumpled as you land, or hit with a 3-frame punish on block.

When you have a significant life lead at long range, often the best thing you can do is sit on your lead and make your opponent come to you. There's no need whatsoever to squander a good life lead by losing your charge and walking toward your opponent. Become a wall and force your opponent to attempt to come up with a way of opening you up. When you have a life deficit, you have to make the decision of whether you are better off moving forward or turtling up under the assumption that your opponent will come to you. Unless the timer is in the final few seconds of a round, you can continue to be patient and either cautiously make your way forward or wait for your opponent to make his move.

MID-RANGE

Once you're closer to your opponent, dealing with projectiles becomes a much more profitable endeavor. Not only are you now in range to punish a bad fireball with Ultra I on reaction, but you can also land a jump-in combo if you guess when a projectile is coming. If you don't want to make a large commitment with your approach, you can continue to use neutral jumping HP to advance with more caution than a raw jump-in. Neutral jumping HP allows you to move forward about 1.4 training mode squares, while also giving you maneuverability to back off if you realize that you made a bad jump. A clever opponent may exploit your lack of tripguard after a jumping attack to land a ground combo, so avoid predictability by occasionally throwing out a neutral jumping LP to stuff grounded pokes.

For mid-range poking, E. Honda will be mostly reliant upon his crouching LP buffered into HP Hundred Hand Slap and his standing HK. E. Honda's sweep has poor range and is one of the slowest sweeps in the game; it's mostly unreliable to throw out because it is likely to be countered. Standing HK takes its place as a far-reaching low move that does respectable damage. It does not knock down, but it's mostly safe on block except to characters who have fast long-range moves that are active within 6 frames such as Cammy's Spin Drive Smasher. Due to the increase in blockstun in *USFIV*, standing HK is now safe on block against a few moves that would punish it before such as Fei Long's Rekkaken and Chun-Li's Hosenka. Against moves that seem to only extend a character's hurtbox above the waist, standing HK will often whiff; when attempting to whiff punish moves like Balrog's standing HP or Fei Long's Rekkaken, you will find that standing MP, HP, and occasionally MK are more reliable. E. Honda's chopping standing HP can be Super canceled, and you can poke with it slightly out of the opponent's range while buffering Super for an automatic combo if they stick a move in the way of the chop. Crouching HP has good range, though it's quite slow on startup. It is mostly useful due to its massive damage, particularly when canceled to Super as in combo VII, or when confirmed into EX Red Focus at close range for a crumple (like after jumping HK, or an opponent's badly-whiffed reversal).

If you are predictable with your standing HK, an opponent can absorb it and land a level 2 Focus Attack. Likewise, most opponents can interrupt LP ▷ HP Hundred Hand Slap with a level 1 Focus Attack and crumple you with a counter hit. If your opponent uses a Red Focus Attack instead, trying to absorb the whole thing, you can attempt to cancel into EX Focus then backdash to escape, or cancel Hundred Hand Slap into Super to break your opponent's armor.

It is much more difficult for your opponent to react to a Sumo Headbutt when you are closer, so at this range it can work well as a poke or occasionally a whiff punisher against slow attacks. Sumo Headbutts are all quite negative on block, but the normal versions are safe on block against many characters that don't have long-reaching attacks such as Dan, Hugo, and T. Hawk. Against other characters like Dudley and Ibuki, you will be safe relying on MP Sumo Headbutt until your opponent builds their Revenge Gauge, at which point they can Ultra you for free on block.

As the LP and MP versions have the capability to crush attacks, you can use them to help you preemptively stop opponents from using certain levels of attacks in footsies. Occasionally, you can set a trap by having an opponent block a safe LP Sumo Headbutt, then punish your opponent's follow-up poke attempt with either LP or MP Sumo Headbutt intended to crush a corresponding high or low attack. You can also simply follow with Ultra I; this works well against situations like Balrog using Dash Straight or Fei Long trying to punish your Sumo Headbutt with a Rekkaken.

Attempting to play footsies while holding charge changes things a bit. You don't want to use a standard forward and backward shuffle since the forward portion will cost you access to most of your special moves. If you do feel the need to step forward, you still have access to Hundred Hand Slap, allowing you to use Combo I. If you think you know when an opponent is going to throw out a poke based on previous patterns or how they're walking, you can take a quick step backward, look for the attack, and then whiff punish with standing HK or other moves as needed. Crouching LP has excellent reach and will make opponents want to use their pokes from as far away as they can. If your opponent is standing just outside of standing HK range, you can attempt to reach them by buffering HP Hundred Hand Slap on a whiffed LP; hit the 5th and final button to activate hands just as you recover. If you have meter to spare, you can even EX Focus cancel Hundred Hand Slap, and dash forward to grab your opponent with Ochio Throw, going low with a crouching LK into Combo II. Forward jump HP if you read that your opponent is jumping away from an Ochio Throw, or simply block to bait a punishable reversal.

When E. Honda has charge and meter at mid-range, stopping an opponent from jumping is a trivial matter. Just hit them with an EX Sumo Headbutt as they're coming down. If your opponent jumps from just further than the optimal range to anti-air with Sumo Headbutt, then you can reliably use EX Sumo Slam to stop his jump. Without meter, matters become a bit more dicey. Far jumps are punishable with either MK or HK Sumo Splash, though neither is invincible until active. A jump closer in can be beaten with LP Sumo Headbutt, though due to the slow startup you will need to activate your headbutt much sooner than the EX version. It also pays off to know your opponent's potential angles; if your opponent is going to land just in front of you, LP Headbutt will likely be counter-hit on the hurtbox near E. Honda's shins. Knowing this, it is wise not to use the same anti-air every time your opponent jumps at you when you don't have meter.

You can expect a player paying careful attention to your charge to wait for you to step forward and then jump at you before you can possibly have charge. The obvious solution to this conundrum is to retain your charge and not let it go. In the event that you feel you have to close distance on your opponent, watch carefully for his jump when you step forward. If you can step up to the range where close HP will register, it makes for a much better anti-air than in previous versions due to its newly-extended hitbox.

Standing HP can work as well, but requires precise timing since the hitbox rotates down toward the ground rather than staying above you. Neutral jumping HP can work well, though neutral jumping MP has a comparative hitbox and comes out 2 frames faster. Forward jumping MP starts out pointing upward if you wish to meet your opposition while moving forward, and jump back HP will also work well for anti-air in a pinch.



E. HONDA

CLOSE RANGE

E. Honda can be incredibly dangerous at close range. Between highly-damaging combos, reliable frame traps, and the ever-present threat of a long-range command grab, you can easily get solid damage by capitalizing on your opponent's tendencies. Linked strings of crouching LK will catch an opponent trying to jump away, and will often stop them from backdashing. Crouching LK pressure strings can be hit-confirmed to go into Combo II for significant damage. For a slightly higher-damage frame trap against an opponent who is crouch teching early, you can attempt to land counter-hit crouching MP, which grants enough time to confirm and link crouching LP afterward. Or you can go for the gold against an opponent you believe is late teching and attack with a close HP. On hit, you can link a crouching LP ▷ HP Hundred Hand Slap.

As you push yourself out of close range, you can simply cancel a crouching LP into HP Hundred Hand Slap for a bit of chip damage and some Super Gauge. Alternatively, you can get closer to your opponent by walking forward while using a standing LP every step to harass your opponent. You can also gain ground on your opponent while attacking with EX Hundred Hand Slap. This works especially well if you leave a slight pause before attempting to cancel a crouching LP into EX Hundred Hand Slap. While using strings of crouching LK, your opponent may try to escape from an Ochio Throw by jumping back. You can react to this and chase them down by using HK or EX Sumo Smash.

If your opponent is afraid of your ability to punish them for attempting to escape your pressure, they will likely turtle up themselves, leaving them open for throw attempts. Ochio Throw has enough range to grab an opponent after up to 3 blocked crouching LK kicks. If an opponent seems overly likely to try to neutral jump his way out of Ochio Throws, you might go for a normal throw instead, followed immediately by an anti-air close HP.

If you've managed to push your opponent all the way to the corner, E. Honda's offense dramatically improves. Keeping your opponent in the corner will allow you to continually pressure with crouching LP ▷ HP Hundred Hand Slap and the constant threat of an Ochio Throw. Because Ochio Throw swaps sides with your opponent, using it on a cornered foe gives up the advantage that you fought to attain.

You can try to swap sides afterwards with a neutral jump HP or LK Sumo Splash, but both of these are punishable by an opponent looking for them. You may stick to normal throw when you have your opponent pinned in a corner, which allows you to retain a favorable situation. When you have your opponent cornered, it is almost always worthwhile to keep them there. If you think your opponent is about to jump out, you are better off backing off a bit, rather than allowing an opponent to safely jump out of the corner. Jump back HP and neutral jumping HP will stop an opponent's attempt at escaping the corner by jumping over you; neutral jumping HP works exceptionally well for stopping the wall jumps of characters such as Chun-Li, Guy, Rolento, Seth, and Vega.

E. Honda can have trouble dealing with opponents using backdashes to escape from meaty attacks, particularly those from characters such as Chun-Li, Ibuki, and Rose. After knocking a character down, you can attempt to option-select standing HK off of crouching LK ▷ HP Hundred Hand Slap or in-between two crouching LK kicks. You can also go for a raw HP Sumo Headbutt, Ultra I, or you can even dash forward and use Ultra II if you see that your opponent has indeed backdashed. Against opponents such as Dhalsim, Evil Ryu, or Seth, you can option select a Sumo Headbutt or Ultra I to punish a teleport, though this requires that you correctly read which direction they'll go; if they teleport toward E. Honda, this trick will miss.

E. Honda's reversals are quite slow, so you must be careful of characters using safe jumps or safe meaty attacks after knocking you down. Often your best recourse is to simply block. Since, after most knockdowns, you are likely to lose your back charge (from the opponent switching sides somehow), your defensive options are reduced to block, tech throw, backdash, Focus backdash, or (if you have less than 2 bars) Focus tech backdash. E. Honda tends to have an anti-air blind spot immediately above his head. Characters like Cammy, Rufus, and Yun can exploit this with dive kicks that potentially cross over, leaving you with few defensive options. A Focus Attack can at least net you some safety and a bit of damage, but backwards jumping HP is generally the best option against dive kicks aimed right on top of you.

Combos

I. CR. LP ▷ HP Hundred Hand Slap, HK

225 damage, 310 stun

E. Honda's bread-and-butter combo. You have 4 frames to link standing HK after HP Hundred Hand Slap. When canceled off of a maximum-range crouching LP, not all hits of Hundred Hand Slap will connect, and it can even leave you at disadvantage on hit.

II. CR. LK, CR. LK, CR. LP ▷ EX Hundred Hand Slap, CR. LP ▷ HP Hundred Hand Slap, HK

299 damage, 398 stun

Linking two crouching LK pokes together requires 1-frame precision; since it's a crouching attack, you can plink CR.LK~LP without fear of getting a throw. After confirming a hit, you can spend one bar to deal solid damage and stun by linking after EX Hundred Hand Slap.

III. Charge back, CR. MK ▷ HP Hundred Hand Slap, ← → ← + P P P

542 damage, 240 stun
Charge back, CL.MP ▷ HP Hundred Hand Slap, ← → ← + P P P
492 damage, 190 stun

Due to the decreased startup of E. Honda's Ultra I, he can now link it off of HP Hundred Hand Slap on some characters. The crouching MK version works on standing Dee Jay or Blanka, Hugo, and Rufus. With the second version, close MP is a 2-hit attack but can only be canceled on the first hit. This version works on standing Blanka and Dee Jay, and on crouching Akuma, Blanka, E. Honda, Hugo, M. Bison, and Rufus.

IV. Charge back, CR. LP ▷ HP Hundred Hand Slap ▷ lv.1 EX Red Focus Attack, then either:

← ↩ ← + P P P

439 damage, 200 stun

↺ ↺ + P P P

409 damage, 200 stun

You can either dash cancel the Red Focus Attack and buffer Ultra I during the dash or simply wait until you recover from Red Focus naturally before linking the Ultra. Linking from a Red Focus crumple into Ultra II doesn't require any charge.

V. Charge back, CR. MK ▷ HP Hundred Hand Slap, CR.MK ▷ ← + P P

347 damage, 460 stun

Against certain characters, crouching MK can be linked after HP Hundred Hand Slap. This works on crouching Akuma, C. Viper, Chun-Li, Cody, Dan, Evil Ryu, Guy, Hakan, Ibuki, Juri, Ken, M. Bison, Makoto, Oni, Rose, Rufus, Ryu, Sakura, and Vega. This combo also works on Blanka when he's standing. Against Decapre, Hugo, and Zangief, crouching MK will whiff, though crouching LP will link and successfully combo into EX Sumo Headbutt.

VI. Charge down, CR. MK ▷ MP Hundred Hand Slap, CR.LP ▷ ↓ + K K

358 damage, 360 stun

Charge down, CR.MK ▷ HP Hundred Hand Slap, ↓ + K K

329 damage, 400 stun

Charge down, CR.MK ▷ HP Hundred Hand Slap, CR.LP ▷ ↓ + K K

343 damage, 300 stun

The first version of this combo works on Hugo, Gouken, and T. Hawk. Linking EX Sumo Slam directly after Hundred Hand Slap works on Balrog, Hugo, and Juri. Starting this combo with HP Hundred Hand Slap and then canceling a linked crouching LP into EX Sumo Slam works only on Abel.

VII. Charge back, CR. HP ▷ ← ↩ ← + HP

540 damage, 200 stun

Charge back, ST.HP ▷ ← ↩ ← + HP

520 damage, 200 stun

This high-damage combo into Super works well as a whiff punish. Precisely spaced just beyond your foe's reach, you can input HP (standing or crouching) and immediately complete the Super command. If your opponent does nothing and your attack whiffs, nothing happens; if they stick an errant poke out, though, you'll hit it and cancel into Super automatically.

VIII. CR. MK ▷ HP Hundred Hand Slap, EX Hundred Hand Slap, CR. LP ▷ HP Hundred Hand Slap, HK

422 damage, 546 stun

This combo does high damage for only 1 bar making it an optimal punish combo. EX Hundred Hand Slap is a 2-frame link after HP Hundred Hand Slap. After the EX Hundred Hand Slap, your opponent is at the right range for a max-range LP Ochio Throw. This combo works against standing Abel, Balrog, Blanka, Cammy, Cody, Dee Jay, Dhalsim, Dudley, Elena, Fei Long, Gouken, Guile, Hakan, Hugo, Juri, M. Bison, Poison, Rolento, Rufus, Sagat, Seth, T. Hawk, Yang, Yun, and Zangief. Against crouching opponents, it works on everyone except Balrog, Cammy, Decapre, Elena, Gouken, Rose, and Sagat.

IX. CR. MK ▷ EX Hundred Hand Slap, CR. LP ▷ HP Hundred Hand Slap, EX Hundred Hand Slap, CR. LP ▷ HP Hundred Hand Slap, HK

473 damage, 588 stun

E. Honda can link multiple repetitions of crouching LP ▷ EX Hundred Hand Slap. Unfortunately, because of damage scaling, the cost effectiveness drops sharply after the second use of EX Hundred Hand Slap in a single combo.

X. Near corner, charge ↙, ↘ + HK, then juggle with:

← + P P

280 damage, 350 stun

← ↩ ← + LP

520 damage, 150 stun

← ↩ ← + P P P

528 damage, 150 stun

The second hit of Sumo Slam puts an opponent in a juggle state, allowing E. Honda to juggle EX Sumo Headbutt, Super, or Ultra if he's near a corner. Since your opponent must jump into your Sumo Slam, you have to predict your opponent's jump early for this combo to work.

EL FUERTE

First appearance: *Street Fighter IV* (2008)

Data

STAT	VALUE	RANK
Vitality	900	D
Stun Threshold	1000	B
Forward Walk Distance per Frame	0.048	A-
Backward Walk Distance per Frame	0.043	A+
Dash Duration in Frames	16	A+
Dash Distance	1.1	C
Backdash Duration in Frames	7 invincible, 5 airborne, 7 grounded (19 total)	S+
Backdash Distance	0.76851	D-
Pre-jump Frames	4 frames	A
Jump Duration in Frames	39 frames	C-
Diagonal Jump Distance	2.09	A

W Ultra Damage: 75%

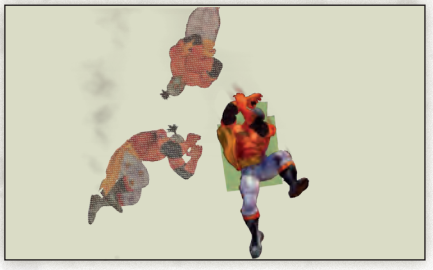
Standing



Crouching



Jump Arc



Costume 1



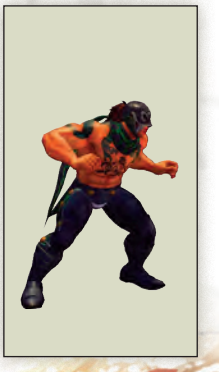
Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	11
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	8
ACTIVE	2
RECOVERY	17
ON HIT	+3
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	11
ACTIVE	2
RECOVERY	5+7 ON GROUND
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES 6~18f airborne

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	10
ACTIVE	2
RECOVERY	16
ON HIT	—
ON BLOCK	+0
CANCEL	SP, SU

NOTES Puts opponent in limited juggle state, soft knockdown

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	17
ACTIVE	2
RECOVERY	11
ON HIT	+9
ON BLOCK	+5
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	11
ACTIVE	3
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU, TC

NOTES —

HK





HITS	2
BLOCK LEVEL	HL,H
DAMAGE	110 (100)
STUN	200
STARTUP	19
ACTIVE	2 (6) 3
RECOVERY	12
ON HIT	-1 (+7)
ON BLOCK	-5
CANCEL	—

NOTES First hit whiffs on crouching opponents, 1~29f airborne, +7 on hit against crouching opponents, causes limited juggle state against airborne opponent

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	9
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	15
ON HIT	+4
ON BLOCK	+0
CANCEL	—

NOTES Forces stand

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

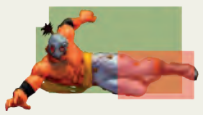
Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	150
STARTUP	17
ACTIVE	10
RECOVERY	9
ON HIT	—
ON BLOCK	-1
CANCEL	—

NOTES Hard knockdown

JUMP NORMAL MOVES

Jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~12 lower body projectile invincible

Jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	4
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~11 lower body projectile invincible

Jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	6
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~14 lower body projectile invincible

Jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	9
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~14 lower body projectile invincible

Jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	9
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~14 lower body projectile invincible

Jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	10
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~16 lower body projectile invincible

NORMAL THROWS

El Fuerte's forward and backward throw both leave him approximately the same distance from his opponent. You can make his jumping HP cross over most foes by taking a slight step forward, then jumping immediately afterward. If you think your rival will use a delayed wakeup, whiff a crouching LK to kill time before jumping.



Tepache Bomb

LP + LK

DAMAGE	120
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.901

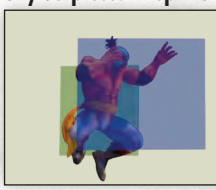
Chili Mexicano

← + LP + LK

DAMAGE	120
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.901

Sky Sorpressa Drop During jump LP + LK



DAMAGE	140
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	—

NOTES Range 0.901

After a backward throw, El Fuerte switches sides with his opponent. Assuming your opponent does not use a delayed wakeup, El Fuerte recovers 40 frames before his opponent after a forward throw and 54 frames before his opponent on a backward throw. This allows you plenty of time to attempt to confuse and attack from an angle that your opponent may not expect.

Air Throw: El Fuerte's air throw is fast and has good range. Unlike most air throws, El Fuerte can grab opponents both above and below him making this attack work well both for anti-air, or as a guess that beats your opponent's jump while you are on the way down during yours. After a successful air throw El Fuerte has an easy 8-frame safe jump against an opponent waking up at the standard time by holding ↺. Against some characters, such as C. Viper, El Fuerte will cross-up with jumping HP used in this setup.

FOCUS ATTACKS

El Fuerte has arguably the best Focus Attack in the game. As he's winding up his attack, he crouches down slightly making him able to go under some higher attacks. When the attack is actually active, El Fuerte's lower hurtbox is far removed from the active hitbox enabling him to go over some low attacks, provided you are taking advantage of his excellent reach.

El Fuerte also has a few reasonable ways to land level 1 Red Focus Attack in his combos. During Run Stop Fierce loops you can opt to use a Red Focus Attack before ending your combo with either Ultra. You can also cancel a level 1 or 2 Quesadilla Bomb into a Red Focus Attack leading to an Ultra. The higher levels of Quesadilla Bomb all knock your opponent down. Since you don't have time to hit confirm Quesadilla Bomb, you'll need to be careful that you haven't charged up a kick too long before cancelling the attack.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	3
RECOVERY	34
ON HIT	-21 (0)
ON BLOCK	-21 (0)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	3
RECOVERY	34
ON HIT	–
ON BLOCK	-15 (+6)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	3
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	3
RECOVERY	34
ON HIT	-21 (0)
ON BLOCK	-21 (0)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	3
RECOVERY	34
ON HIT	–
ON BLOCK	-15 (+6)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3

LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	3
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Shower Kick

→ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	100
STARTUP	16
ACTIVE	2
RECOVERY	11
ON HIT	+5
ON BLOCK	+1
CANCEL	–

NOTES 8~17f lower body strike invincible, 11~17f can pass over downed opponents

Wall Jump

Mid-jump near wall →



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	10
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 4~11f can cancel into Tostada Press or Fajita Buster

Wall Jump Tostada Press

During Wall Jump MP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	100
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	35
ON HIT	–
ON BLOCK	-15 MIN
CANCEL	–

NOTES Hard knockdown, can control left or right mid-air

Wall Jump Fajita Buster

During Wall Jump HP



HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	150
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	36
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown, can control left or right mid-air

Target Combo 1

During ST. MK, MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	14
ACTIVE	2
RECOVERY	5+8 ON GROUND
ON HIT	+0
ON BLOCK	-3
CANCEL	–

NOTES 8~20f airborne

Shower Kick: El Fuerte flips forward and kicks downward with this overhead attack. Shower Kick has a fast startup, so your opponent may not be able to recognize it as an overhead and block high quickly enough. Shower Kick has enough frame advantage to link an attack afterward using Shower Kick as a combo starter; see Combo VII.

After knocking the opponent down, Shower Kick can be used to either hop over the opponent lying on the ground or, from slightly farther away, to try and fool the opposing player into blocking the wrong direction, while continuing to attack from the front. This has the added advantage of taking away a charge character's back charge.

Wall Jump: When diagonal jumping toward a wall, if you approach close enough you can press → to jump off. El Fuerte's wall jump is the farthest moving wall jump in the game, covering almost the entire stage if it is used at the peak of the jump.

Wall Jump Tostada Press and Fajita Buster: El Fuerte performs his Tostada Press from the wall. The window to input ↑ + MP or HP is small, occurring only as you cling to the wall before you jump off—just as you press forward near the wall. If you input ↖ + MP or HP you will get both the wall jump input, as well as the input for Tostada Press or Fajita Buster. (See the Special Moves section for details about Tostada Press and Fajita Buster.)

Target Combo 1: You can cancel El Fuerte's far standing MK into his close standing MK. Unlike most target combos, this combo works even at far enough range that standing MK whiffs. As a gimmick, you can use El Fuerte's target combo bait an opponent into whiff punishing your standing MK, then go over that attack with a close MK to score a bit of damage.

Habanero Dash ↓↘→ + P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	55
RECOVERY	14
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 6~55f cancelable

Ex Habanero Dash ↓↘→ + P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	35
RECOVERY	14
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~35f 2 hits of armor, 6~55f cancelable

Sudden Stop During Run: LP



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	3
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Habanero Dash: El Fuerte runs toward his opponent. The EX version gives El Fuerte two hits of armor and additional speed. During the run, you have six options that are determined by the button that is pressed.

Sudden Stop: El Fuerte stops running and is quickly allowed to attack again. Because of the fast speed, Sudden Stop can be used when running up to an opponent, then stopping at point blank range, and attempting a throw. Sudden Stop also works well to bait an opponent into sticking out an attack while you're running in—stop just outside of your opponent's range, then whiff punish with crouching HK or Ultra II. Sudden Stop is used in El Fuerte's damaging and frightening Run-Stop-Fierce loop, see Combos I and II.

Tostada Press During Run: MP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	100
STARTUP	19
ACTIVE	8
RECOVERY	34 ON GROUND
ON HIT	–
ON BLOCK	-21 MIN
CANCEL	–

NOTES 1~10f strike invincible, 8~27f airborne, hard knockdown, puts airborne opponent into limited juggle state, juggle potential 1

Fajita Buster During Run: HP



HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	150
STARTUP	23
ACTIVE	6
RECOVERY	1+34 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 9~29f airborne, hard knockdown, doesn't hit crouching opponents, hard knockdown

Back Step During Run: LK



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	17
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Tostada Press: El Fuerte jumps in the air and comes down with a body press attack. You can direct this attack left or right to cross up or attack from the front. Tostada Press must be blocked high. Although Tostada Press has disadvantage, it is often relatively safe due to the range you roll away from your opponent as El Fuerte stands up. You can make El Fuerte's jumping HP cross over after a Tostada Press by whiffing a crouching LK and holding up forward. If you take a very slight step back you can make this an ambiguous setup where your opponent won't know if it will cross over or not. If you think your opponent is likely to do a delayed wakeup, you can whiff a second crouching LK and jump forward after it.

Fajita Buster: El Fuerte jumps in the air and grabs his opponent standing on the ground. The animation looks indistinguishable from Tostada press allowing you to try to trick your opponent into standing to block this attack and, like Tostada Press, you can direct this attack to the left or right in the air. Fajita Buster does not hit crouching opponents, However, since it is looks similar to Tostada Press, if your opponent does not attempt to beat these attacks with an invincible attack or dodge, they will have to make a choice whether to block a Tostada Press standing or crouch to avoid a Fajita Buster. A character is considered standing on the first frame from the crouching position; if Fajita Buster is hits an opponent just as they're standing, they will be grabbed by the attack whether they're holding ↓ or not.

Backstep: Similar to Sudden Stop except El Fuerte hops backward. Due to the much longer recovery on Backstep, this move cannot be used to bait and punish normal attacks. However, it can still work well for dodging and punishing some invincible attacks, such as Ryu's Shoryuken.

Gordita Sobat: El Fuerte does a Sobat kick using the momentum of his run to move him forward. Gordita Sobat can go over low attacks thrown out in an attempt to keep you from closing in on your opponent. However, it does not suit this purpose as well as the standing version because it has a lower hurtbox.

Calamari Slide: El Fuerte does a sliding kick similar to his crouching HK. Calamari Slide easily combos off of a close HP. This attack must be blocked low and knocks down on hit.

Gordita Sobat During Run: MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	14
ACTIVE	2
RECOVERY	17
ON HIT	+6
ON BLOCK	+2
CANCEL	SU

NOTES Low crush

Calamari Slide During Run: HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	12
ACTIVE	6
RECOVERY	24
ON HIT	–
ON BLOCK	-9
CANCEL	–

NOTES Hard knockdown

Habanero Back Dash ↺ + P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 6f cancelable, continues until El Fuerte hits back wall

Habanero Backdash: Similar to Habanero Dash except El Fuerte runs away from the opponent. EX Habanero Backdash gives El Fuerte 2 hits of armor and faster running speed. During Habanero Backdash you have six options determined by the button that is pressed. The LP and MP options remain the same for this version while the other four are new attacks that are not usable during Habanero Dash.

EX Habanero Back Dash ↺ + P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~35f 2 hits of armor, 6~55f cancelable

Propeller Tortilla During Backward Run: HP



HITS	6
BLOCK LEVEL	–
DAMAGE	22X6
STUN	25X6
STARTUP	22
ACTIVE	4
RECOVERY	4+16 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1-13f strike invincible, 6~29f airborne, puts opponent into a vulnerable standing state for a very small number of frames, can be linked after into st.LK against some characters

Picadillo Jump During Backward Run: K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	36+4 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~35f airborne, can wall jump

Sudden Stop: El Fuerte stops running and recovers quickly. Sudden Stop acts exactly the same during Habanero Backdash as it does when used during Habanero Dash.

Tostada Press: Exactly the same as Habanero Dash, El Fuerte jumps in the air and comes down with a body press attack. You can direct this attack left or right to cross up or attack from the front. Tostada Press must be blocked high.

Propeller Tortilla: El Fuerte jumps towards his opponent doing a backflip. If he lands near his opponent he will grab them and spin around their neck striking six times before releasing. This grab is somewhat similar to Fajita Buster, but it will grab crouching opponents. Due to the maneuverability of this grab you can easily control when El Fuerte crosses over an opponent. This can force an opponent's reversal attack to travel the wrong way. In a corner you can combo after this attack on hit against some characters, see Combo VII. After a successful Tortilla Propeller you can make a second Propeller Tortilla hit meaty, and also make an opponent's reversals travel in the wrong direction, by dashing forward three times, running backward a short distance, then activating Propeller Tortilla. The amount of time to run back has a generous leniency. Off of this same setup you can use Sudden Stop instead and follow with crouching HK to hit meaty and catch your opponent if they are trying to jump.

Picadillo Jump: El Fuerte stops running and jumps backward. The stronger the kick used the further El Fuerte jumps. The only action you can perform during Picadillo Jump is a wall jump, but only if El Fuerte is close enough. If he does perform a wall jump, you can use the same actions that he would have from an ordinary wall jump.



Lvl 1 Quesadilla Bomb Charge and release K

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	14
ACTIVE	11
RECOVERY	14
ON HIT	-13
ON BLOCK	-17
CANCEL	SU

NOTES Armor break, puts airborne opponent in limited juggle state, 120f charge

Lvl 2 Quesadilla Bomb Charge and release K

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	14
ACTIVE	11
RECOVERY	14
ON HIT	–
ON BLOCK	-17
CANCEL	SU

NOTES Armor break, 210f charge

Lvl 3 Quesadilla Bomb Charge and release K

HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	14
ACTIVE	11
RECOVERY	14
ON HIT	–
ON BLOCK	-17
CANCEL	SU

NOTES Armor break, 300f charge, soft knockdown

Quesadilla Bomb: After charging a kick button you can release it for an attack. You can hold the kick button longer to use the higher level versions of this attack. Levels 1 and 2 of Quesadilla Bomb do not cause a knockdown, so they will combo into a Focus Attack. Level 3 and EX Quesadilla Bomb knock down on hit. All versions of Quesadilla Bomb will break armor. Multiple kick buttons can held at once to charge multiple Quesadilla Bombs at the same time. To use EX Quesadilla Bomb you must release two kick buttons at the same time. The EX Version has two invincible active frames and wall bounces on a counter hit, enabling you to juggle with a Guacamole Leg Throw if you are near a corner. Quesadilla Bombs are all highly punishable on block, but they have a large hitbox that easily beats other attacks. Against the threat of Quesadilla Bomb your opponent ends up forced to make a decision between being sitting back doing nothing or jumping up back trying to punish it before being able to react. Both options work well for El Fuerte as he gains high damage corner combos or the option of just throwing a turtling opponent.

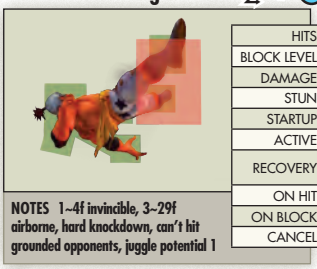
EX Quesadilla Bomb Charge and release K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	200
STUN	300
STARTUP	14
ACTIVE	11
RECOVERY	14
ON HIT	–
ON BLOCK	-17
CANCEL	SU

NOTES 1~15f invincible, causes wall bounce and free juggle state on counter hit, armor break, 210f charge, soft knockdown

LK Quacamole Leg Throw ↓↘ + LK



HITS	1
BLOCK LEVEL	–
DAMAGE	120
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	17+11 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f invincible, 3~29f airborne, hard knockdown, can't hit grounded opponents, juggle potential 1

MK Quacamole Leg Throw ↓↘ + MK



HITS	1
BLOCK LEVEL	–
DAMAGE	130
STUN	100
STARTUP	9
ACTIVE	6
RECOVERY	20+11 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f invincible, 4~35f airborne, hard knockdown, can't hit grounded opponents, juggle potential 1

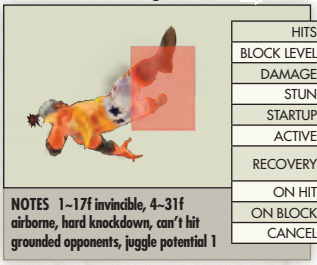
HK Quacamole Leg Throw ↓↘ + HK



HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	100
STARTUP	11
ACTIVE	9
RECOVERY	16+11 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f invincible, 4~35f airborne, hard knockdown, can't hit grounded opponents, juggle potential 1

EX Quacamole Leg Throw ↓↘ + K K



HITS	1
BLOCK LEVEL	–
DAMAGE	40, 40, 100
STUN	100
STARTUP	11
ACTIVE	9
RECOVERY	12+6 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~17f invincible, 4~31f airborne, hard knockdown, can't hit grounded opponents, juggle potential 1

Guacamole Leg Throw: El Fuerte jumps up forward and grabs his opponent out of the air, slamming them to the ground. All versions of Guacamole Leg Throw have some invincibility on startup, but only the EX version has invincible active frames.

SUPER & ULTRA COMBOS

LK El Fuerte Dynamite ↓↘ ↓↘ + LK



HITS	8
BLOCK LEVEL	HL
DAMAGE	35X4 (35X7, 85)
STUN	0
STARTUP	1+3
ACTIVE	4 (8) 5 (14) 5 (13) 4
RECOVERY	32
ON HIT	–
ON BLOCK	-15

NOTES 1~7f invincible, Hard knockdown, on hit 4th hit goes into cinematic, full juggle potential

MK El Fuerte Dynamite ↓↘ ↓↘ + MK

HITS	8
BLOCK LEVEL	HL
DAMAGE	35 X 4 (35X7, 85)
STUN	0
STARTUP	1+4
ACTIVE	5 (8) 5 (14) 5 (13) 4
RECOVERY	32
ON HIT	–
ON BLOCK	-15

NOTES 1~6f invincible, Hard knockdown, on hit 4th hit goes into cinematic, full juggle potential

HK El Fuerte Dynamite ↓↘ ↓↘ + HK



HITS	8
BLOCK LEVEL	HL
DAMAGE	35X4 (35X7, 85)
STUN	0
STARTUP	1+5
ACTIVE	6 (8) 5 (14) 5 (13) 4
RECOVERY	32
ON HIT	–
ON BLOCK	-15

NOTES 1~4f invincible, Hard knockdown, on hit 4th hit goes into cinematic, full juggle potential

El Fuerte Dynamite: El Fuerte does three back handsprings, then runs up to his opponent before performing a body press as he falls. El Fuerte Dynamite has many practical uses in combos and is easily landed when canceled off of a close HP or a Quesadilla Bomb. See Combos II, VI, and VII.

El Fuerte Giga Buster: El Fuerte jumps forward, lands on his opponent's shoulders, and points skyward. El Fuerte then jumps with his opponent, flips, and slams them to the ground. Giga Buster is an unblockable attack that can only be used in combos after a Focus crumple. Like Tostada Press, you can control how far he travels by holding forward. He will travel approximately half the screen when holding forward for the duration of his flight. Since the El Fuerte Giga Buster counts as a throw, it is primarily used as a punish against fireballs and as anti-air. It can only be used in combos after a Focus Attack crumple.

El Fuerte Ultra Spark: El Fuerte slides across the ground kicking his opponent. If he hits, he rapidly spins and rises off the ground until he kicks his opponent across the neck and the two of them fall back to the ground. El Fuerte Ultra Spark counts as a throw and it is very fast both on startup and as it moves across the ground. With 9 active invincible frames it makes an excellent anti-air attack. Like Giga Buster, this attack can only be used in combos after successfully crumpling the opponent. Due to its fantastic speed, you can use Ultra Spark to beat safe jump attempts, as a whiff punish, or to punish many different attacks that are mostly-safe on block, like Chun Li's crouching HK.

El Fuerte Glying Giga Buster ↓↘ ↓↘ + K K K



HITS	2
BLOCK LEVEL	–
DAMAGE	150, 320
STUN	0
STARTUP	0+5
ACTIVE	12
RECOVERY	54
ON HIT	–
ON BLOCK	–

NOTES 1~10f invincible, 1~16f airborne, hard knockdown

El Fuerte Ultra Spark ↺ ↺ + K K K



HITS	17
BLOCK LEVEL	–
DAMAGE	18X16, 162
STUN	0
STARTUP	0+4
ACTIVE	11
RECOVERY	65
ON HIT	–
ON BLOCK	–

NOTES 1~9f invincibility, hard knockdown

Recommended Ultra Choice: Double Ultra or Personal Preference

W Ultra reduces El Fuerte's Ultra damage to 75%. Neither of El Fuerte's Ultras can be used in many combos, but both offer utility and damage when used on their own. Against a character that is likely to use a lot of projectiles, Ultra I will work well as a deterrent—it's fast enough that you can even use it against characters like Dee Jay and Guile. Players using characters with frame traps in their offense will give you many opportunities to use Ultra II. The likelihood of landing either of these Ultras without first reducing their damage due to scaling several hits into a combo is quite high. The 25% damage reduction can lower your damage by up to 118 on Ultra I or 105 on Ultra II. So, while having both Ultras available in any matchup is useful, you may want to consider only using the Ultra that you feel more comfortable using, or the one that is more likely to connect in the current matchup,.

Overview

PROS:

- He has a far reaching Focus Attack. This, combined with his fast dashes, allows El Fuerte to safely approach an opponent and establish close range
- Confusing array of special attacks allow El Fuerte to attack from angles that are difficult to anti-air with ambiguous cross-up or unblockable attacks
- Excellent maneuverability keeps El Fuerte from being pinned down
- Able to stun opponents with repeated knockdowns before landing highly damaging combos

CONS:

- Weak wakeup options—El Fuerte doesn't have any attacks with invincible active frames unless you spend meter
- Normal attacks have short range, making El Fuerte weak at a standard footsies game
- Lower than average vitality
- El Fuerte combos have an exceptionally high execution requirement

El Fuerte is an offensive character that has a multitude of ways to knock down the opponent before putting them in a vortex scenario. The opposing player will be forced to guess their way out of an offensive nightmare where reversals go the wrong direction and blocking feels completely random. Your goal with El Fuerte is fight past your opponent's superior normal attacks and enter a close range match where his persistent pressure will eventually open your opponent up. At close range, you can unleash frightening mix-ups and potentially devastating combos that can create a 1-hit stun reset for even higher damage.

Your objective is to knock down your opponent and continue pressuring with offensive setups. You achieve this by:

- Relying on El Fuerte's speed, mobility, and a good Focus Attack to get in on the opponent from mid-range
- At close range, use Dash and Sudden Stop pressure to stay on your opponent and use throws, frame traps, and a high/low guessing game in order to stay on offense
- Understanding your opponent's options and using El Fuerte's toolset to press the advantage after scoring a knock down

EL FUERTE'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
CL. HP stun reduced from 200 to 150	Causes considerably less stun during run-stop-fierce loops
Propeller Tortilla damage reduced from 150 to 132	—
LK Guacamole Leg Throw damage increased from 100 to 120	—
MK Guacamole Leg Throw damage increased from 110 to 130	—
HK Guacamole Leg Throw damage increased from 120 to 140	—
EX Guacamole Leg Throw damage increased from 160 to 180	—
Ultra I damage reduced from 518 to 470	—

Super Street Fighter IV* to *Super Street Fighter IV Arcade Edition

CHANGE	EFFECT
ST. LP startup reduced from 5 frames to 4	—
CR. LP startup reduced from 5 frames to 4	—
Propeller Tortilla strike invincibility removed	Reduces effectiveness of El Fuerte's pressure
LK, MK, HK Guacamole Leg Throw grounded recovery increased from 8 frames to 11	Less useful as an escape tool
EX Guacamole Leg Throw grounded recovery increased from 8 frames to 13	Less useful as an escape tool
Ultra II damage reduced from 500 to 450, startup increased from 1+2 to 0+4	Makes some SSFIV punishes impossible

Arcade Edition to 2012 Update

CHANGE	EFFECT
CR. LP can now be chain canceled	Now a greatly increased tool for pressuring opponent
Propeller Tortilla regains strike invincibility on frames 1~13	Change reverted
EX Guacamole Leg Throw grounded recovery reduced from 13 frames to 10	Now less than normal versions, still more than
EX Quesadilla Bomb charge time reduced from 390 frames to 210, wall bounces on counter hit	Allows for new combos on counter hit

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CL. LP hitbox expanded downward	Doesn't go over low attacks as easily
CL. MK startup reduced from 14 frames to 11, recovery reduced from 14 frames to 12	—
ST. LK startup increased from 3 frames to 5, active frames increased from 1 frame to 2, changed from +5 to +6 on hit, can now be special canceled	—
ST. MK recovery reduced from 15 frames to 14	—
CL. HK startup reduced from 12 frames to 10	—
EX Guacamole Leg Throw recovery reduced from 10 frames to 6	Safer when used to invincibly escape meaty pressure
All versions of Quesadilla Bomb startup reduced from 17 frames to 14, recovery reduced from 18 frames to 14	Quesadilla Bomb now combos after CR. MK
Fajita Buster damage increased from 150 to 180	—
Tostada Press startup reduced from 20 frames to 19, active frames increased from 7 frames to 8	Slightly better at stopping opponent from jumping away
Gordita Sobat recovery reduced from 18 frames to 17	—
Quesadilla Bomb Level 1 damage increased from 50 to 80, charge time reduced from 120 frames to 60	Much faster charge time
Quesadilla Bomb Level 2 damage increased from 100 to 120, charge time reduced from 210 frames to 120, no longer knocks down	Much faster charge time
Quesadilla Bomb Level 3 charge time reduced from 300 frames to 180	Much faster charge time
EX Quesadilla Bomb now invincible from 1 through 15 frames	Now works well as a reversal

LONG RANGE

When you are at long range with El Fuerte your goal is pretty simple—get in on your opponent to begin your offense. From long range you have a few options to get in to close range immediately via a wall jump or a Habanero Dash (↷ + P). If you are near a wall you can use a Wall Jump and cross nearly the entire screen. However, when El Fuerte jumps off of a wall the angle of the attack is fairly predictable. You can use either a Tostada Press (↑ + MP during Wall Jump startup) or a Fajita Buster (↑ + HP during Wall Jump startup) to offer some degree of aerial mobility. You can even steer a Wall Jump away from your opponent to bait out an anti-air, but your opposition may expect this and take the opportunity to use a long range ground punish before you are able to block again.

Similar to jumping, you can also use Habanero Dash to reach your adversary. The farther you are out, the more time you give your opponent to react while you are running forward. You can expect that your opposition will probably throw out a far reaching normal attack to hit you as you're running forward. If you attempt to bypass the attack with a Tostada Press (MP during Habanero Dash) your opponent will very likely recover before you can reach them and punish your attempt to get in with an invincible anti-air attack. As a general rule it is safer to either use Sudden Stop (LP during Habanero Dash) outside of an opponent's range or Backstep (LK during Habanero Dash) than to commit to an attack from range.

Against a strong defensive opponent, such as Blanka or E. Honda sitting back with charge, you should accept the fact that you will be punished if you make a hasty attempt to get in close range quickly. Simply walking forward into mid-range, where your rival is waiting, and starting your offense will give your opponent less time to react to your attacks and allow you to find an opening.

Projectiles shouldn't be too hard to deal with at long range, due to El Fuerte's great mobility options. Both of El Fuerte's dashes are very fast and allow you to Focus absorb with greater safety than most of the cast. You can even get away with Focusing Ryu's Hadoken, then blocking a Shinkuu Hadoken attempting to hit your dash. If you are near a corner and expect a projectile to be thrown, you can jump backward and react to the projectile with a Wall Jump followed by a Tostada Press or a Fajita Buster to punish your opponent during the recovery. When your opponent is at a range where you don't need to aerial maneuverability you can attempt to punish a projectile on reaction with jumping HP from the wall. If successful, you can continue with Combo I for high damage. If you start a running and need to react quickly to a projectile, you can use the startup invincibility on Tostada Press to get through the projectile and hit your opponent before they recover. EX Habanero Dash will allow you to blow right through a projectile (even EX projectile that hits twice) and knock down your rival with a Calamari Slide (HK during Habanero Dash).



MID-RANGE

Your goal at mid-range is far removed from the careful wiggle walking that most players will use to try and out-space normal attacks while forcing you into the range of their own. If you can achieve a knockdown on your opponent you can start El Fuerte's more frightening offensive options. However, El Fuerte's biggest weaknesses is his lack of a fast, safe, far reaching poke to fight opponents at mid-range and threaten to create a knockdown opportunity. El Fuerte has a good walk speed allowing him to dance in and out of range of your opponent's pokes, but he has little in the way of long reaching attacks that can capitalize on an opponent's mistakes with a whiff punish.

Crouching MK has acceptable speed but, due to limited range, is hard to use against stronger pokes at mid-range like Balrog's sweep or Chun-Li's standing MP. On a successful hit, crouching MK should be canceled into Habanero Run to move closer to the opponent and either use Sudden Stop to apply pressure or attempt to score a hit with another follow-up. Standing HK can crush low attacks and will occasionally hit if the opponent is recovering from a poking attack because the second hit is an overhead. Gordita Sobat (MK during Habanero Run) can stuff low attacks and, even though it cannot be hit confirmed, it can be canceled into a Red Focus Attack on hit allowing you to punish a low poke for high damage. Standing HP is slow but it has good range and has enough advantage on hit to be used as a combo starter, see Combo VIII.

Although Crouching HK looks quite similar to Calamari Slide, it is much safer on block—it has advantage on block unless it is performed at absolute point blank range. When relying on Habanero Dash pressure, it is often worthwhile to use Sudden Stop and crouching HK rather than Calamari Slide to create extra advantage on block. This allows you to continue pressuring your opponent.

From mid-range, you can get in to close range quickly using Habanero Dash and following up with either Tostada Press or Fajita Buster. However, your opponent will probably be on the lookout for either of these attacks. Running in and using Sudden Stop and Backstep will both help cloud your opponent's judgment and give you some insight into how your opponent will try to deal with El Fuerte's attacks. Pay attention to how your opponent deals with El Fuerte's Habanero Dash and formulate a plan of attack. If your opponent sticks out normal pokes, you can cancel to Sudden Stop and try to whiff punish with crouching MK or HK depending on the poke used. If your opponent is using an attack that takes especially long to recover, you can even use Tostada Press. You can use Sudden Stop in this manner to bait your rival into throwing out an invincible special to beat your Tostada Press. If your opponent isn't attempting to attack at all, you can try to run a bit farther in on your opponent and sneak in a throw after a Sudden Stop. If your opponent is careful to only use safe pokes to keep stuffing your attempts at attacking from Habanero Dash, you can expect that your opponent is too busy to look for a jump. At this point, forego the Habanero Dash and just jump in with a HP.

El Fuerte's Focus Attack is exceptionally powerful in a mid-range fight. With a range that rivals Fei Long's Focus and the added usefulness of a very fast 16-frame dash (making the level 1 version even on block and hit), El Fuerte's focus attack is in the competition for best Focus Attack in the game. From mid-range you can attempt to punish your enemy's projectiles or long range pokes. Even when you can only get a level 1 Focus, it's always safe to dash forward on hit or block. After crumpling an opponent the obvious choice is to start El Fuerte's high damaging Run-Stop-Fierce loop and potentially shoot for a reset into stun, see Combo I.

El Fuerte has several strong options to keep opponents from jumping in with attacks. EX Guacamole Leg Throw (↙ + K K) has loads of invincibility and a large hitbox. It isn't the fastest anti-air, so you'll need to activate it a bit early. The non EX versions of Guacamole Leg Throw don't have enough invincibility, so unless they are done very early, they will probably be counter hit by a jumping attack. Crouching HP has a very reliable hitbox for beating jumping attacks, but because it is a normal without any real invincibility it works best against characters that do not have especially deep jumping attacks. El Fuerte's Air throw also works well if you react particularly early to your opposition's jump. Both of El Fuerte's Ultras also make for excellent anti-air attacks. The hitboxes of both Ultras count as grabs, so you'll need to strike the enemy as they land from a jump during which they attacked (attacking during a jump removes tripguard, the ability to block immediately upon landing). Ultra I is actually active long before it reaches the ground for this exact purpose.

CLOSE RANGE

Once close range has been established your goal of knocking your opponent down and creating tricky mix-ups becomes possible. El Fuerte is very hard for opponents to read at close range. The predictability of his approach from long range melts away completely. Because of El Fuerte's approach speed, his normal attacks are no longer a burden, like they are at mid-range.

Up close, El Fuerte's Shower Kick (→ + MK) can be used as a combo starter that goes over some low attacks and must be blocked standing, see Combo VI. Since the hitbox on Shower Kick is located on El Fuerte's hips, rather than his feet, you must be slightly closer to your opponent than you think to land this attack. Because this overhead is very fast, and can lead to reasonable damage, you can use crouching MK and open up your opponent to Combo IV ending with an attempt at another mix-up.

When close to your opponent, you can repeatedly cancel normals into Sudden Stop to create a pressure string that forces your opponent back to the corner. Oftentimes the purpose in strings isn't specifically to combo your opponent; instead your goal is to discern how your opponent is attempting to deal with your pressure and punish them accordingly. If your opponent is merely blocking, getting close and following a Sudden Stop with a throw will score a knockdown, add damage, and create better positioning. Tick throws are easier to set up with crouching LP due to the *USFIV* change allowing chain cancels. By the same token you can attempt to force your opponent into a left-right guessing game with a Tostada Press, use Fajita Buster if you think your opponent will stand to block your Tostada Press, or even cancel a normal into Habanero Backdash and use Propeller Tortilla for a throw that cannot be crouched under. If you are near the corner, you can use Combo VII for additional damage. If your throws have been teched, you can intentionally leave small gaps in your strings to frame trap and punish your opponent for concentrating on your throws. Close MK will crush a crouch tech while crouching MK and close HP can lead to high damage. Of course, if you manage to get a clean hit with close HP or crouching MK, you can capitalize on either with Combo I or IV. If your opponent tries to escape by jumping backward you can give up on ground pressure and meet your opposition in the air with an air throw.

After knocking the opponent down you must continue to pressure your opponent by creating confusion. Calamari Slide, Fajita Buster, Propeller Tortilla, and Tostada Press all create hard knockdowns, giving you enough time to set up either another attack off of a Habanero Dash, an ambiguous cross-up jumping HP, or meaty crouching HP. El Fuerte players have always relied on hard knockdowns to start offense in previous versions of *SFIV*, so this character has been hit especially hard by delayed wakeup in *USFIV*. Even though El Fuerte setups now include a bit of a guessing game for them to work effectively, you still need the additional damage and stun allotted by repeated knockdowns. Pay attention to your opponent's tendencies and try to determine whether you are trying to capitalize on a meaty attack that hits with your opponent waking up at the standard time or with a delayed wakeup and attempt to punish accordingly.

When El Fuerte is knocked down his weak wakeup options generally don't prevent an opponent going for an offensive setup. EX Quesadilla Bomb has two invincible active frames, but starts up on the 14th frame—every character in the game can beat it with a safe, meaty attack. Contrarily, Ultra II is active on the 4th frame with 6 invincible active frames but, like all reversal Ultras, is a bit of an "all-in" strategy. El Fuerte's backdash is the fastest to recover in the game at 19-frames enabling you to try and escape pressure. Even though opponents can punish wakeup backdashes with option select sweeps, they will lose to an EX Quesadilla Bomb if they try to punish El Fuerte's backdash. Focus backdash is also a strong option for El Fuerte. Crouching LP chains can push an opponent out and deal a bit of damage on hit. Due to the relatively long range on crouching LP, you can chain up to five of these attacks together against some characters and build space to get back into your offense. It may be difficult to connect, but EX Guacamole Leg Throw has a lot of invincibility and recovers quickly. This move can be used similarly to a backdash simply by using the invincibility to allow you to escape your opponent's pressure. When used as an escape, Guacamole Leg Throw generally crosses over the opponent and further inhibits their ability to land a punishing combo. Once an opponent expects you to attempt some sort of escape, they may wait patiently to see how best to punish you before making their move. This also leaves your opponent open to a wakeup throw followed by an offensive setup. EX Habanero Dash gains two hits of armor from the first frame, so you can attempt to blow through attacks and land a Calamari Slide or throw your opponent after Sudden Stop. Since it also has two hits of armor, if your opponent remains grounded, then EX Habanero Backdash is a strong option. However, if your rival attempts to cross over you while you are standing, Habanero Backdash may not activate properly and you may end up running toward your opponent, even though you wanted to run away.





Combos

I. (CL. HP ▷ ↻ + HP, LP) Repeat

El Fuerte's Run-Stop-Fierce loop is his most damaging combo. After the ninth close HP each additional hit will deal 9 damage and 15 stun. In order to get the most hits off of this loop you must run as far forward as you can before using Sudden Stop to ensure that El Fuerte is pushed back as little as possible on each successive repetition of the loop. Some characters like Rufus have varying hitboxes when they reel backward from the hits, causing close HP to whiff if you did not run far enough forward during the early hits in the combo. With each successive hit El Fuerte pushes farther out. The damage and stun also reduce, making the combo more likely to fail and the reward smaller. It is generally best to end the combo early by either using a Calamari Slide to knock down your opponent and continue offensive pressure, or by attempting a reset with Tostada Press, Fajita Buster, Propeller Tortilla, or simply by throwing after stopping the run. If you have already hit your opponent recently before landing this combo you can often induce stun by landing two or three repetitions and going for a reset. There's a good chance your opponent can be baited into a reversal by running up, stopping, and then blocking. This gives you an opening for a second Run-Stop-Fierce loop which will certainly stun your foe if you end it with a reset.

NUMBER OF HP	DAMAGE	STUN
2	180	300
3	252	420
4	315	525
5	369	615
6	414	690
7	450	750
8	477	795
9	495	825
10	504	840
11	513	855

II. CL. HP ▷ ↻ + HP, LP, HP ▷ ↻ ↻ + K

444 damage, 300 stun

CL. HP ▷ ↻ + HP, LP, HP ▷ Red Focus Attack ▷ forward dash, ↻ ↻ + K K K

478 damage, 370 stun

CL. HP ▷ ↻ + HP, LP, HP ▷ Red Focus Attack ▷ forward dash, ↺ ↺ + K K K

468 damage, 370 stun

When you have meter to burn you can use multiple HP s to hit confirm before comboing into a Super or an Ultra. Since El Fuerte's Focus Attack has excellent range, as long as your close HP hits the Focus Attack will also. Because Supers do not have as steep damage scaling as Ultras, you can actually deal more damage by using more HP s in the combo.

III. CS. HK ▷ ↘ + HK

220 damage, 250 stun

Close HK puts opponents into a juggle state allowing you to combo into El Fuerte's Guacamole Leg Throw. This simple punish combo gives reasonable damage and leads to a hard knockdown allowing you to continue your offensive pressure.

IV. (CR. MK ▷ ↻ + HP, LP) Repeat 3 times

196 damage, 280 stun

Unlike close HP, there is not much time to run forward after a crouching MK, so this combo is much shorter. Running MK is mainly used as a pressure tool but, if it hits, you can successfully get a brief combo off of it. If you have a Quesadilla Bomb charged you can use it as a combo ender or attempt a reset with Tostada Press, Fajita Buster, Propeller Tortilla, or a throw.

V. CL. LP, CL. LP, CR. LK, CR. MK

125 damage, 210 stun

The crouching LK as well as the crouching MK are both 1-frame links—plink crouching LK with LP and crouching MK with LK to make this combo slightly easier.

VI. ← + MK, charge HK, CR. LK, CR. MK ▷ release HK

182 damage, 300 stun
← + MK, charge HK, CR. LK, CR. MK ▷ release HK ▷ ↻ ↻ + K
380 damage, 300 stun
← + MK, charge HK, CR. LK, CR. MK ▷ release HK ▷ Red Focus Attack ▷ forward dash, ↻ ↻ + K K K
368 damage, 350 stun
← + MK, charge HK, CR. LK, CR. MK ▷ release HK ▷ Red Focus Attack ▷ forward dash, ↺ ↺ + K K K
372 damage, 350 stun

You can use Shower Kick as a combo starter to land his Super or Ultra off of an overhead attack. Successfully hitting the crouching LK requires 1-frame precision. As you are crouching, plink with LP to make this a bit easier. You won't get much damage for the expense because of the damage scaling, so ideally you should only rely on this as a game winning sequence.

VII. Opponent near corner, ↺ + HP ▷ HP, charge HK, CR. LK, CR. MK ▷ release HK

266 damage, 330 stun
Opponent near corner, ↺ + HP ▷ HP, charge HK, CR. LK, CR. MK ▷ release HK ▷ ↻ ↻ + K
530 damage, 370 stun
Opponent near corner, ↺ + HP ▷ HP, charge HK, CR. LK, CR. MK ▷ release HK ▷ Red Focus Attack ▷ forward dash, ↻ ↻ + K K K
540 damage, 430 stun
Opponent near corner, ↺ + HP ▷ HP, charge HK, CR. LK, CR. MK ▷ release HK ▷ Red Focus Attack ▷ forward dash, ↺ ↺ + K K K
539 damage, 430 stun

While your opponent is spinning on the ground after a Propeller Tortilla, they can still be hit. You can link a crouching LK or MK to extend the combo against some characters or attempt a reset if you are near the corner. Crouching MK will combo into a level 2 Quesadilla Bomb allowing you to convert an unblockable attack into over 500 damage.

VIII. ST. HP, CR. LK, CR. MK

196 damage, 330 stun

Standing HP offers enough advantage on hit to take a slight step forward before trying to link crouching LK if you are worried about range. This simple link combo can net you a fair amount of damage off of a mid-range poke before going back to pressuring your opponent with Habanero Dash into whatever follow up you choose.

ELENA

First appearance:
Street Fighter III: New Generation (1997)



Data

STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	900	D
Forward Walk Distance Per Frame	0.045	B
Backward Walk Distance Per Frame	0.03825	B+
Dash Duration in Frames	17	A
Dash Distance	1.45182	A
Backdash Duration in Frames	8 invincible, 10 airborne, 4 recovery	S
Backdash Length Distance	1.34558	A
Pre-jump Frames	4	A
Jump Duration in Frames	43	D
Diagonal Jump Distance	43	A-

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	4
RECOVERY	11
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

MP



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 40
STUN	50, 50
STARTUP	6
ACTIVE	2, 3
RECOVERY	17
ON HIT	-3
ON BLOCK	-6
CANCEL	SP, SU

NOTES Cancelable only on its 1st hit

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	13
ACTIVE	5
RECOVERY	21
ON HIT	-4
ON BLOCK	-8
CANCEL	SP, SU

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	17
ON HIT	-4
ON BLOCK	-7
CANCEL	SP, SU

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	3
RECOVERY	16
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES 7~23f airborne

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	8
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	11
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	3
RECOVERY	22
ON HIT	-2
ON BLOCK	-7
CANCEL	—

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	5
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	60
STARTUP	6
ACTIVE	3
RECOVERY	15
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	30
ON HIT	—
ON BLOCK	-16
CANCEL	—

NOTES Hard knockdown

NORMAL THROWS

Both of Elena's throws knock the opposing character away from her. Leg Hook (her back throw) in particular tosses a foe an especially long distance. This can be used to give you time to safely activate Healing (Ultra II). If offensive setups are your goal, Left Lift Throw (her front throw) leaves you closer to your downed foe. It's possible to set up a safe jump after it, though it's extremely difficult because there's no easy method of timing; wait until the enemy is about to start rising from their knockdown, then jump forward and do a late MK. A safe jump is also possible after Leg Hook if you throw the enemy directly into a corner. Just wait a moment and jump forward. Both are susceptible to delayed wakeup, and since there's no attack you can whiff to help out with timing, you're bound to mistime it. Use them with caution.



Left Lift Throw LP + LK

DAMAGE	120
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Reach: 0.885

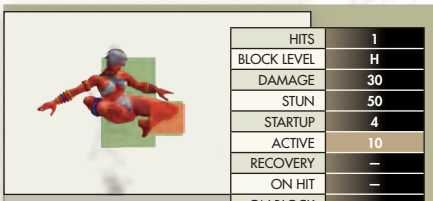
Leg Hook ⟲ + LP + LK

DAMAGE	120
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Reach: 1.045

JUMP NORMAL MOVES

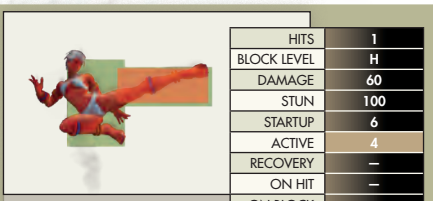
Jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

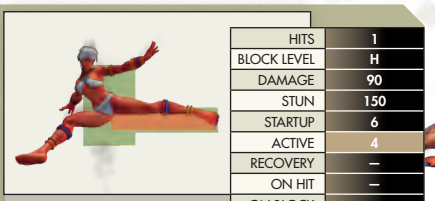
Jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

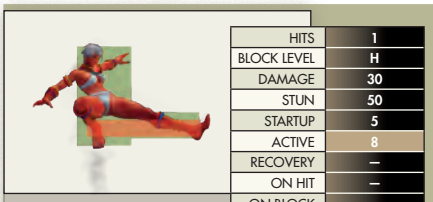
Jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	150
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

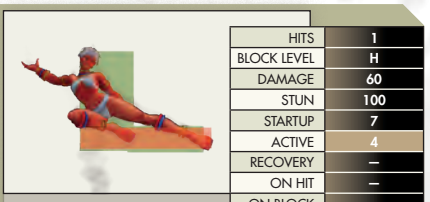
Jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Jumping HK





HITS	2
BLOCK LEVEL	H
DAMAGE	50, 70
STUN	100, 100
STARTUP	8
ACTIVE	4 (5) 5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1st hit causes limited juggle state, 2nd hit juggle potential 1

FOCUS ATTACKS

Elena's Focus Attack has massive reach, making it a threat from positions where other Focus Attacks aren't. It's even possible to absorb shots fired at mid-range and still hit them with her Focus. She also doesn't have a hurtbox on the lower half of her body, allowing it to crush some crouching attacks. A blocked lv.1 Focus canceled into a dash is only -1 on block, so you're safe as long as it doesn't whiff.

It's possible to cancel into EX Red Focus off of the 2nd and 3rd hits of HK Lynx Tail or the 1st hit of Spin Scythe to lead directly into a combo or Ultra I, though this generally isn't worth doing because you can FADC into similarly-damaging combos for less meter.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	60
STUN	100
STARTUP	10 + 14
ACTIVE	2
RECOVERY	33
ON HIT	-20 (-1)
ON BLOCK	-20 (-1)

NOTES Crumple on counter hit

Focus Attack lv.2 MP + MK

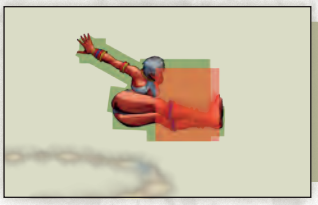
HITS	1
BLOCK LEVEL	LH
DAMAGE	80
STUN	150
STARTUP	18 + 13
ACTIVE	2
RECOVERY	33
ON HIT	–
ON BLOCK	-14 (+5)

NOTES Crumple state on hit

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	67
ACTIVE	2
RECOVERY	33
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	90
STUN	100
STARTUP	10 + 14
ACTIVE	2
RECOVERY	33
ON HIT	-20 (-1)
ON BLOCK	-20 (-1)

NOTES Crumple state on counter hit or if used in combos

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	120
STUN	150
STARTUP	18 + 13
ACTIVE	2
RECOVERY	33
ON HIT	–
ON BLOCK	-14 (+5)

NOTES Crumple state on hit

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	67
ACTIVE	2
RECOVERY	33
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit

UNIQUE ATTACKS

Handstand Kick → + MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	20
ACTIVE	3
RECOVERY	19
ON HIT	+3
ON BLOCK	-2
CANCEL	–

NOTES –

Handstand Whip → + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	100
STARTUP	12
ACTIVE	3
RECOVERY	20
ON HIT	+2
ON BLOCK	-3
CANCEL	–

NOTES –

Round Arc ← + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	13
ACTIVE	4
RECOVERY	13
ON HIT	+1
ON BLOCK	+0
CANCEL	–

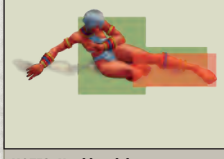
NOTES Airborne 6~28f, does not gain additional frame advantage on counter hit

Handstand Kick: Though on the slow end in comparison to Elena's other overheads, Handstand Kick's attack range is huge, spanning roughly two character lengths. You're also at a +3 frame advantage on hit, allowing you to link into Combo VI if it hits at close distances. Use Handstand Kick when the enemy is rising from a knockdown, or when your enemy is especially wary of Sliding at mid-range.

Handstand Whip: Elena's forward-moving Handstand Whip is an absurdly fast 12-frame overhead. It deals very little damage and is barely punishable when guarded because of its -3 disadvantage, but its startup speed is enough to make up for that. It also leaves you close to your opponent, allowing you to pester with it repeatedly without being pushed away. It's possible to link after it on counter hit into CR. LP (though it's a 1-frame link), but this doesn't come into play often. On a normal hit, use its +1 frame advantage to keep your offense going.

Round Arc: This axe kick leaves the ground on frame 6, allowing it to pass over throws and most crouching attacks (in other words, it's a preemptive counter to crouching and standing throw techs). It's safe on block, leaving you at a neutral position, and you're at a small +1 advantage on hit. Perplexingly, Round Arc does not cause additional hitstun on counter hit, a reward most attacks have. This lowers its overall usefulness significantly as CR. LP already works well against throw techs.

Sliding ↓ + HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	10
RECOVERY	25
ON HIT	–
ON BLOCK	-10
CANCEL	–

NOTES Hard knockdown

Sliding: When spaced to hit as late as possible, Sliding is completely safe on block. This makes it very threatening against general ground movement; if your foe is at a distance and you believe they may start walking forward, do Sliding from its safe distance. If they're walking backwards to avoid attacks or to move out to a safer distance, do Sliding. It's also low enough to the ground to slip under most projectiles, and is in fact your best meterless way of doing that since her jump is so slow. Unfortunately, it does not work against Chun-Li's Kikoken, Sagat's low Tiger Shot, Sakura's Hadoken, or Juri's LK Fuhajin. In those cases, try to get by with EX Rhino Horn and anticipatory jumps.

Target Combos: Elena has a small set of target chains at her disposal. Standing HP ▷ HK is not very useful, since its opening hit whiffs on a crouching character and, if you're ever in a position to land ST. HP, you can instead cancel it into a special move for more damage.

ST. MK ▷ CR. HP serves a single purpose: it puts the enemy into a limited juggle state that's just long enough to juggle into Ultra I. This is Elena's only way of performing a combo into Ultra I without meter (outside of Focus Attacks). It's -3 when blocked, so there's some risk when using it, but it's minimal.

Elena's jumping LP ▷ MK chain can be used to start a varied attack if you can get the opponent to guard it. If you force them to block jumping LK and then immediately go low, doing jumping LK ▷ MK during a later exchange may hit them if they're expecting you to transition into a low hit. Her alternate air chain, jumping MP ▷ HP, only hits against especially tall opponents, Like Hugo, Sagat, Seth, T. Hawk, and Zangief. Both hits will not connect against a jumping enemy, nor does it do anything otherwise useful.

Target Combo 1 ST. HP ▷ ST. HK



HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	100, 50
STUN	200, 25
STARTUP	13
ACTIVE	5 (8) 3
RECOVERY	19
ON HIT	-1
ON BLOCK	-4
CANCEL	–

NOTES –

Target Combo 2 ST. MK ▷ CR. HP



HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	60, 70
STUN	100, 50
STARTUP	7
ACTIVE	4 (6) 2
RECOVERY	22
ON HIT	–
ON BLOCK	-3
CANCEL	–

NOTES Causes limited juggle state

Target Combo 3 During jump, LP ▷ MK



HITS	2
BLOCK LEVEL	H, H
DAMAGE	60, 40
STUN	100, 50
STARTUP	4
ACTIVE	10 (2) 6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Target Combo 4 During jump, MP ▷ HP

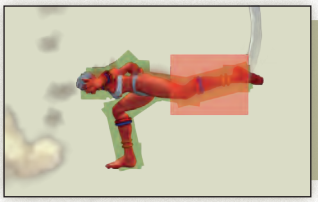


HITS	2
BLOCK LEVEL	H, H
DAMAGE	30, 60
STUN	50, 100
STARTUP	6
ACTIVE	4 (2) 3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

SPECIAL MOVES

LP Mallet Smash



HITS	2
BLOCK LEVEL	H, H
DAMAGE	60, 50
STUN	60, 60
STARTUP	21
ACTIVE	2, 2
RECOVERY	25
ON HIT	+0
ON BLOCK	-7
CANCEL	–

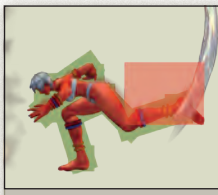
NOTES 11~20f airborne, 1st hit juggle potential 1, 2nd hit juggle potential 2

MP Mallet Smash

HITS	2
BLOCK LEVEL	H, H
DAMAGE	70, 50
STUN	70, 60
STARTUP	25
ACTIVE	2, 2
RECOVERY	24
ON HIT	+3
ON BLOCK	-5
CANCEL	–

NOTES 13~24f airborne, 1st hit juggle potential 1, 2nd hit juggle potential 2

HP Mallet Smash



HITS	2
BLOCK LEVEL	H, H
DAMAGE	80, 50
STUN	80, 60
STARTUP	27
ACTIVE	2, 2
RECOVERY	22
ON HIT	+6
ON BLOCK	-1
CANCEL	–

NOTES 10~27f airborne, 1st hit juggle potential 1, 2nd hit juggle potential 2

Mallet Smash: Elena performs a leaping cartwheel kick that's an overhead. It's primarily a preemptive counter to low-profile normal moves at mid-range. The HP version, though on the slower side, is best for this as it's safe when blocked and leads to Combo V on hit. MK Mallet Smash is also good at mid-range, but it's punishable on block and only leads to a 1-frame link into CR.LP, and thus is prone to being reversed. LK Mallet Smash is occasionally canceled into from the tip of CR.MP to nail adversaries hell-bent on blocking low, but it's highly punishable and doesn't lead to a combo on hit.

EX Mallet Smash



HITS	2
BLOCK LEVEL	H, H
DAMAGE	40, 40
STUN	50, 50
STARTUP	15
ACTIVE	2, 2
RECOVERY	18
ON HIT	+4
ON BLOCK	-4
CANCEL	–

NOTES 6~15f airborne, 1st hit juggle potential 1, 2nd hit juggle potential 2

EX Mallet Smash is the version of choice. It's lightning fast at 15 frames, so it can't be reacted to, and can easily be linked after into CR.LP. It's used to hit opponents when they're expecting a low attack at mid-range, like + HK or CR.HK. It's also fast enough to cancel into it from CR.MK for a combo, leading to massive damage (see Combo IV). This is often used at mid-range to punish whiffed normal moves.

All versions of Mallet Smash have a tendency to miss against crouching opponents at close distances. This means they can't be relied upon to supplement your point-blank offensive strategies. Save them for mid-range skirmishes.





LK Scratch Wheel

HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	60, 40
STUN	80, 20
STARTUP	6
ACTIVE	2, 2
RECOVERY	23+11 GROUNDED
ON HIT	–
ON BLOCK	-14
CANCEL	SU

NOTES 5~7f invincible to throws, 7~31f airborne, soft knockdown, 2nd hit juggle potential 1

MK Scratch Wheel

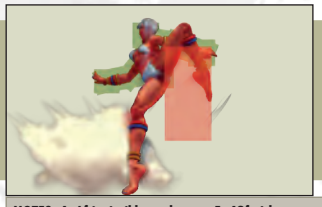
HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	80, 60
STUN	120, 80
STARTUP	5
ACTIVE	2, 2
RECOVERY	29+11 GROUNDED
ON HIT	–
ON BLOCK	-19
CANCEL	SU

NOTES 4~6f invincible to throws, 6~37f airborne, 2nd hit juggle potential 1

Scratch Wheel: Elena's "Dragon Punch" style of attack isn't invincible and does not work very well as anti-air. It's mainly used in combos; the LK version only for very specific juggle combos; and the MK and HK versions for both ground and juggle combos. MK, oddly, deals more damage than the HK version, so it's generally used in ground combos. It has a tendency to whiff against some crouching characters, in which case HK Scratch Wheel is done in its place for a minor damage loss. HK Scratch Wheel has a small window of throw invulnerability, but it's not particularly useful since Elena has a very good throw counter in CR.LP.

HK Scratch Wheel

HITS	3
BLOCK LEVEL	HL, HL, HL
DAMAGE	60, 30, 30
STUN	100, 50, 50
STARTUP	4
ACTIVE	1, 1, 2
RECOVERY	35+11 GROUNDED
ON HIT	–
ON BLOCK	-23
CANCEL	SU

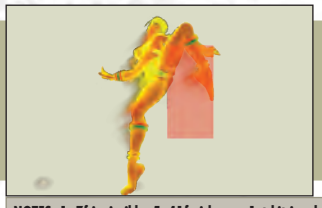




NOTES 4~6f invincible to throws, 5~42f airborne, soft knockdown, 2nd hit juggle potential 1, 3rd hit juggle potential 2

EX Scratch Wheel

HITS	4
BLOCK LEVEL	HL, HL, HL, HL
DAMAGE	60, 30, 30, 30
STUN	80, 30, 30, 40
STARTUP	4
ACTIVE	1, 1, 2
RECOVERY	34+11 ON GROUND
ON HIT	–
ON BLOCK	-25
CANCEL	SU





NOTES 1~7f invincible, 5~41f airborne, 1st hit juggle potential 4, 2nd hit juggle potential 5, 3rd hit juggle potential 6, 4th hit juggle potential 7

Unlike its normal counterparts, EX Scratch Wheel is completely invincible. It's her only dedicated reversal outside of her Super or Ultra I, which aren't worth using as a wild guess. Its 1st hit can be Focus Attack dash canceled to leave you at a startling +4 frame advantage on hit OR guard, an advantage hardly ever granted to reversals. It is, however, extremely expensive to blow 3 bars on a reversal, even one that leaves you with frame advantage when blocked.

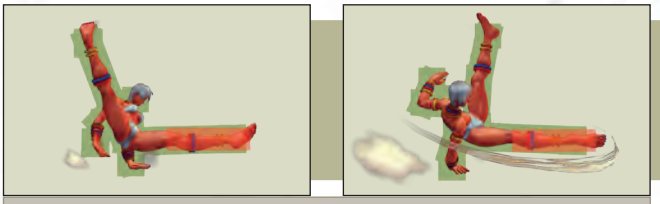
LK Lynx Tail



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	90
STARTUP	10
ACTIVE	3
RECOVERY	25
ON HIT	—
ON BLOCK	-7
CANCEL	SU

NOTES Soft knockdown

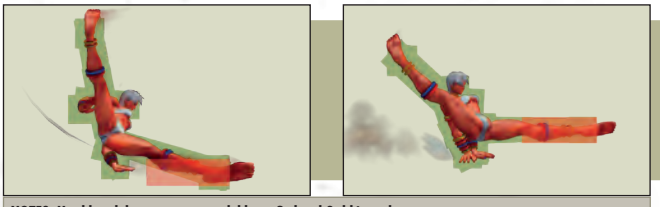
MK Lynx Tail



HITS	2
BLOCK LEVEL	L, L
DAMAGE	70, 60
STUN	70, 50
STARTUP	10
ACTIVE	3 (7) 3
RECOVERY	21
ON HIT	—
ON BLOCK	-9
CANCEL	SU

NOTES Soft knockdown, super cancelable on 2nd hit only

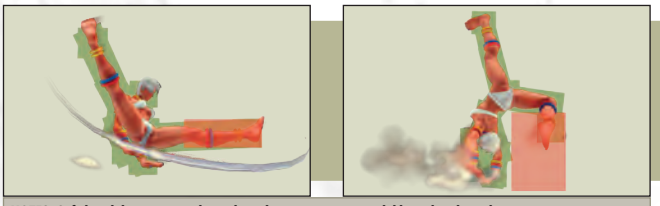
HK Lynx Tail



HITS	4
BLOCK LEVEL	L, L, L, L
DAMAGE	60, 20, 20, 30
STUN	50, 30, 20, 20
STARTUP	8
ACTIVE	5 (6) 4 (22) 2 (4) 2
RECOVERY	28
ON HIT	—
ON BLOCK	-13
CANCEL	SU

NOTES Hard knockdown, super cancelable on 2nd and 3rd hits only

EX Lynx Tail



HITS	5
BLOCK LEVEL	L, L, L, L, L
DAMAGE	40, 10, 10, 20, 20
STUN	50, 20, 20, 20, 50
STARTUP	10
ACTIVE	4 (4) 4 (23) 3 (5) 3 (23) 5
RECOVERY	29
ON HIT	—
ON BLOCK	-9
CANCEL	SU

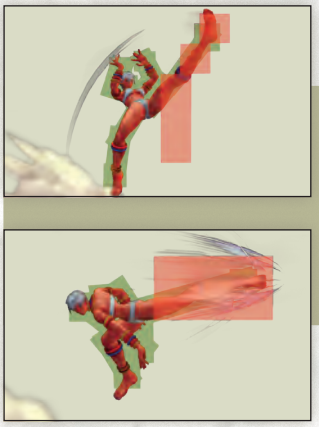
NOTES Soft knockdown, causes limited juggle state, super cancelable on last hit only

Lynx Tail: This low-hitting series of kicks supplements Mallet Smash. Cancel into it in situations where you would otherwise cancel into Mallet Smash, like after a blocked CR.MP. The button strength used determines how many kicks she does: LK is 1, MK is 2, and HK is 4. No version of Lynx Tail is safe, but that's where the varying hit amounts come in—it's extremely difficult for the opponent to know which version is being done during the first hit. Despite MK Lynx Tail being -13 on block, if you cancel into HK Lynx Tail instead, which has the exact same starting animation but instead does 4 kicks instead of 2, your foe may get caught by the additional hits. Furthermore, many of the kicks can be EX Focus dash canceled to mix in a dash-up throw on occasion (the LK version, the 2nd hit of the MK version, and the 2nd and 3rd hits of the HK variant). EX Focus dash canceling the 2nd hit of HK Lynx Tail even leaves you at an eye-popping +19 frame advantage on hit (+5 when blocked), which is used on occasion for combos. Regardless of these positives, Lynx Tail is still dangerous to use regularly. Throw it in only on occasion to make certain your opponent isn't comfortable blocking high.

EX Lynx Tail is a limited juggle setup and is your best means of juggling into Ultra I off of a confirmed hit. It can be canceled into off of any attack strength. The final hit can be EX Focus dash canceled, but FADC isn't worth it here for any reason other than to backdash away to safety if it's blocked.

LK Lynx Tail is commonly used in combos despite its low damage because it leads to better wakeup setups. For example, a safe jump setup against 5-frame reversals is to do Combo I ending with LK Lynx Tail, dash once, immediately whiff CR.LP, then neutral jump. Come down with the air attack of your choice while holding ← to guard the reversal. If they don't do delayed wakeup, option select CR.HK just as your jump attack is blocked to compensate for backdash attempts.

A note about execution: Lynx Tail uses a "reverse Dragon Punch" motion (→↓↘), but the *SFIV* Dragon Punch shortcuts (for reverse Dragon Punch moves, ←↓↙ or ←↙↓) doesn't work for this move. This is probably to prevent overlap with Scratch Wheel, which uses a normal Dragon Punch motion. ↓↙← and ←↙↓ shortcuts work for Scratch Wheel. This does make combo execution a little more difficult when canceling from crouching normals into Lynx Tail, whereas to combo into Scratch Wheel from crouching attacks you can just basically wiggle downward directions on the controller.



LK Rhino Horn

HITS	3
BLOCK LEVEL	HL ,HL, HL
DAMAGE	40, 40, 40
STUN	50, 50, 50
STARTUP	14
ACTIVE	2 (2) 2 (8) 5
RECOVERY	7+15 ON GROUND
ON HIT	—
ON BLOCK	-6
CANCEL	—

NOTES Does not hit crouching opponents, 14~39f airborne, 1st hit causes full juggle state, 2nd and 3rd hit juggle potential 1

MK Rhino Horn

HITS	3
BLOCK LEVEL	HL ,HL, HL
DAMAGE	50, 50, 50
STUN	50, 50, 50
STARTUP	18
ACTIVE	2 (2) 2 (9) 5
RECOVERY	9+12 ON GROUND
ON HIT	—
ON BLOCK	-5
CANCEL	—

NOTES Does not hit crouching opponents, 18~46f airborne, 1st hit causes full juggle state, 2nd and 3rd hit juggle potential 1

HK Rhino Horn

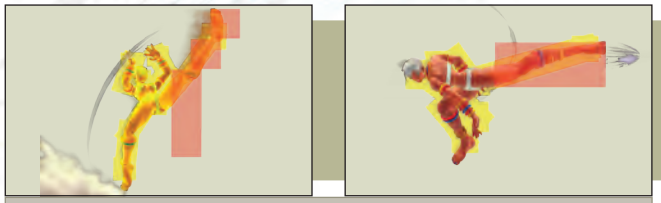
HITS	3
BLOCK LEVEL	HL, HL, HL
DAMAGE	60, 60, 60
STUN	50, 50, 50
STARTUP	23
ACTIVE	2 (2) 2 (12) 5
RECOVERY	11+8 ON GROUND
ON HIT	—
ON BLOCK	-3
CANCEL	—

NOTES Does not hit crouching opponents, 23~56f airborne, 1st hit causes full juggle state, 2nd and 3rd hit juggle potential 1

Rhino Horn: This flying series of kicks has a horrendously slow startup and whiffs against crouching enemies. It can be used as an early anticipatory anti-air attack (its later hitboxes hover over Elena's head), but it must be done preemptively (not a normal reaction) and is thus too risky. Its only use is as an armor-breaking attack at mid-range, but here too it must be done extremely early, on anticipation of a Focus rather than on reaction, for it to work.

EX Rhino Horn has a much faster startup and is completely invincible to projectiles. This is one of Elena's few ways of getting past projectiles without Sliding or using her sluggish jump.

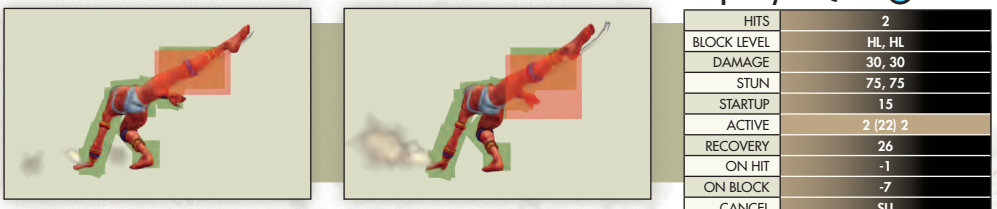
It's possible to use Rhino Horn in combos against standing enemies. If Ryu whiffs HP Shoryuken directly in front of you, ST. HP ▷ ↻ + MK, ↶ + K K inflicts 346 damage and 470 stun, which is more than most mid-screen combos available to Elena. Unfortunately, this combo doesn't work properly against certain cast members for inexplicable reasons, and the opportunities to land it cleanly are rare.



NOTES 1~35f projectile invincible, does not hit crouching opponents, 12~35f airborne, all hits cause limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3

EX Rhino Horn ↻ + K K

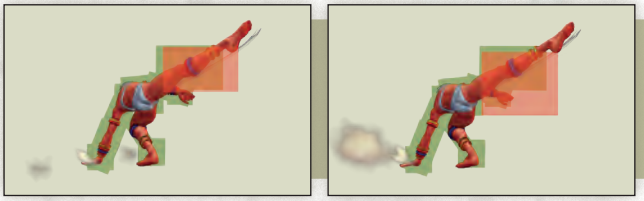
HITS	3
BLOCK LEVEL	HL, HL, HL
DAMAGE	50, 50, 50
STUN	50, 40, 40
STARTUP	12
ACTIVE	2 (2) 2 (8) 5
RECOVERY	5+14 ON GROUND
ON HIT	–
ON BLOCK	-3
CANCEL	–



LK Spin Scythe ↻ + LK

HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	30, 30
STUN	75, 75
STARTUP	15
ACTIVE	2 (22) 2
RECOVERY	26
ON HIT	-1
ON BLOCK	-7
CANCEL	SU

NOTES Super cancelable only on 1st hit



MK Spin Scythe ↻ + MK

HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	50, 50
STUN	80, 80
STARTUP	14
ACTIVE	2 (21) 2
RECOVERY	27
ON HIT	-4
ON BLOCK	-7
CANCEL	SU

NOTES Super cancelable only on 1st hit



HK Spin Scythe ↻ + HK

HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	60, 60
STUN	90, 90
STARTUP	17
ACTIVE	2 (23) 2
RECOVERY	30
ON HIT	-7
ON BLOCK	-10
CANCEL	SU

NOTES Super cancelable only on 1st hit

Spin Scythe: This is purely for combos. Both LK and MK Spin Scythe combo after CR. MK, while HK only combos if canceled into from ST. HP. MK Spin Scythe, oddly, has the fastest startup and can be canceled into from CR. LP. Mid-screen, it inflicts more damage than Scratch Wheel and Lynx Tail in combos, and near corners, the EX version leads to extended juggle combos (like Combo VII). LK Spin Scythe also leads to juggles near corners, but less is possible due to the height it knocks the enemy. The normal variations require a second command for its final 2 hits, which is done in reaction to the first 2 hits connecting. Both the first segment and its extension are unsafe when blocked, and the extension can't be used to counter hit enemy attempts to attack the disadvantage of the first segment: once the first hit connects, the rest keeps the enemy in blockstun until it finishes. The only safety measure is to FADC Spin Scythe's 1st hit into a dash, which leaves you at a +4 frame advantage on block (+8 on hit). The heavy advantage on hit also leads to the combo of your choice.

EX Spin Scythe ↻ + K K

HITS	4
BLOCK LEVEL	HL, HL
DAMAGE	30, 30, 30, 30
STUN	50, 50, 50, 50
STARTUP	15
ACTIVE	2 (20) 2 (16) 2 (8) 2
RECOVERY	27
ON HIT	–
ON BLOCK	-8
CANCEL	–

NOTES Causes limited juggle state, soft knockdown



LK Spin Scythe Extension ↻ + LK

HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	20, 20
STUN	25, 25
STARTUP	12
ACTIVE	3 (9) 2
RECOVERY	25
ON HIT	–
ON BLOCK	-6
CANCEL	–

NOTES Causes limited juggle state, soft knockdown

MK Spin Scythe Extension ↻ + MK

HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	30, 30
STUN	25, 25
STARTUP	12
ACTIVE	3 (9) 2
RECOVERY	29
ON HIT	–
ON BLOCK	-10
CANCEL	–

NOTES Causes limited juggle state, soft knockdown

HK Spin Scythe Extension ↻ + HK

HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	30, 30
STUN	25, 25
STARTUP	12
ACTIVE	3 (9) 2
RECOVERY	29
ON HIT	–
ON BLOCK	-10
CANCEL	–

NOTES Causes limited juggle state, soft knockdown



SUPER & ULTRA COMBOS

Super Combo: Spinning Beat: Elena performs three consecutive Scratch Wheels for high damage. It's an invincible reversal, working as both anti-air and as a means of passing through projectiles at close distances. It can easily be canceled into from the 1st hit of Spin Scythe, Scratch Wheel, the 2nd hit of MK Lynx Tail, or the 3 hit of HK Lynx Tail. Ultimately, though, there will rarely be a chance to spend meter on this since you're likely to be constantly using EX Mallet Smash, which is vital to Elena's strategy.





Spinning Beat ↓ ↓ + K

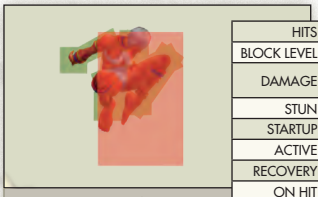
HITS	7
BLOCK LEVEL	HL
DAMAGE	50, 25, 50, 25, 50, 75, 75
STUN	0
STARTUP	1+3
ACTIVE	6 (33) 8 (33) 8
RECOVERY	61
ON HIT	–
ON BLOCK	-44

NOTES 1~9f invincible, hard knockdown, sequential juggle potential starting from 1st hit, i.e. 1st hit has juggle potential 1, 4th hit has juggle potential 4

UCI: Brave Dance: This formidable Ultra supplements Elena's close- and mid-range strategy significantly. It's easily linked into from many of Elena's best openings (like EX Lynx Tail, EX Spin Scythe near corners, or her ST.MK ▷ CR. HP chain), inflicting giant damage in all of them. Its 9 frames of starting invincibility also allow it to blow through jump attacks and projectiles thrown at close distances. For example, if Ken does CR.MK ▷ ↓ ↓ + LP from a distance, Ultra I can be done during the gap between attacks to pass through the Hadoken.

Brave Dance

↓ ↓ + K K K

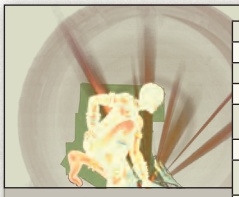


HITS	15
BLOCK LEVEL	HL
DAMAGE	60, 29X4, 30X6, 23X3, 15
STUN	0
STARTUP	1+9
ACTIVE	2
RECOVERY	33
ON HIT	–
ON BLOCK	-14

NOTES Invincible 1~9f, hard knockdown, juggle potential 2

Healing

↓ ↓ + P P P (stop healing with P P P)



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	1+7 (FRAMES BEFORE HEALING STARTS)
ACTIVE	31 (TIME SPENT HEALING)
RECOVERY	65 (RECOVERY WHEN HEALING FINISHES)
ON HIT	–
ON BLOCK	–

NOTES 1~4f invincible, at lowest level recovers 10 vitality points every 2 frames, raises to 11 vitality every 7th frame then drops back down to 10 (233 total), at max level 12 vitality every 2 frames, raises to 15 vitality every 7th frame (345 total), inputting P P P enters 22 frame recovery and cancels vitality gain

UCII: Healing: Once triggered, Elena rapidly rebuilds lost vitality. The vitality gained depends on how full your Revenge Gauge is upon activation. With a full gauge, Healing regains 345 points of vitality. Sadly, letting Healing animate fully causes Elena to enter a long recovery period at its end, one that's extremely vulnerable. Her charging state can be canceled at any time by inputting P P P. This lessens the vitality gained, but also drastically reduces her recovery period. This is vital to using this Ultra effectively and should be done in almost every situation it's used.

There are only a handful of ways to safely set up Healing. Her back throw is her best, which tosses the enemy into a hard knockdown at a long enough distance for plenty of healing time. Any combo ending with a LK Lynx Tail can be followed by a short stint of Healing. If you're certain your foe is going to throw a projectile, activate healing just as it's released to gain vitality back and simply take the hit from the low-damage shot. Spinning Beat knocks the opponent across the screen and gives you a ton of hard knockdown time to start it, and in fact is the only time you can get away with the full healing sequence, as long as your enemy doesn't have a fast, full-screen Super (like Ryu's Shinku Hadoken). In all other cases, Healing has to be canceled early to avoid punishment.

Knowing all of this, the theory behind this Ultra is simple; any vitality lost builds your Revenge (Ultra) Gauge, feeding directly into Healing. Using Focus charging to absorb projectiles then canceling into a backdash can build Revenge Gauge without losing vitality permanently. By avoiding major risks and looking for opportunities to activate Healing, you can repeatedly recharge your vitality to stall the match.

Recommended Ultra Choice: Ultra I

Healing is theoretically really good at stalling a match indefinitely… if it were easy to set up. Its faults stem from Elena's inability to score safe openings to activate it from her best position, mid-range. In the cases where it can be commonly activated, it usually has to be canceled so early that very little vitality is gained. You're better off running with Ultra I in most matchups, which is really easy to land.

Overview

PROS:

- Walk speed is extremely fast
- Inflicts high damage off of a mid-range whiff punish
- Crouching hitboxes are extremely low to the ground, causing some combos and normal moves to miss against her
- Sliding forces the opponent to think twice about walking backwards or throwing projectiles from any position
- Has access to a large selection of really effective overhead attacks, including EX Mallet Smash, which is an absolutely dominant offensive tool
- Ultra I is damaging and easy to land in combos

CONS:

- Her jump is slow to the point of being unusable, forcing her to rely on Sliding and EX Rhino Horn to get around projectiles
- She has almost no low attacks that lead to flexible combos or are even safe when blocked, giving the enemy very little reason to guard low against her
- Her one worthwhile reversal, EX Scratch Wheel, requires meter and does not lead into Ultra I without expending massive resources
- Elena's close-range attack openings lack flexibility and are not airtight, giving the opponent plenty of gaps to reversal through

Elena is a mid-range bully, akin to the other stars of that show, Chun-li, Fei Long, and Vega. Though her normal moves are not initially as effective as theirs, she deals more damage than they do off of a mid-range whiff punish, and she can stop backwards movement easily with ← + HK. Her arsenal of overheads can easily scare an enemy into guarding high from extreme distances, opening them up to more sweeps. When combined with her fast walking speed, it's extremely difficult to stop her ground game.

Your objective is to bait out and punish whiffed moves at mid-range. Achieve this by:

- Conditioning the enemy into not walking backwards by doing ← + HK from a safe distance
- Pestering a foe who's afraid of ← + HK with Elena's amazing overheads, → + MP, → + MK, and EX Mallet Smash
- When the opponent preemptively uses attacks to stop your forward movement and overheads, back away and punish whiffed mid-range attacks with CR. HK or CR. MP (into Combo IV)
- By luring out and punishing jumps with EX Scratch Wheel and CR. HP
- Forcing the opponent to guard CR. MP canceled into either Lynx Tail or EX Mallet Smash to make them deal with a high or low guessing game



LONG RANGE

Your goal from this far out is to avoid trouble, build Super Gauge, and to find a way into close or mid-range. LK Lynx Tail's overall animation is so fast you can purposefully whiff it at long distances to build Super Gauge. This should be done carefully against characters with fast, far-reaching moves, like Dhalsim and Ryu. Projectiles are dealt with safely by jumping vertically over them, or by Focus absorbing into a backdash. ← + HK is used to punish projectiles thrown at slightly closer distances, though this doesn't work against Chun-Li's Kikoken, Sagat's low Tiger Shot, Sakura's Hadoken, or Juri's LK Fuhajin. In those cases, you'll have to fall back on EX Rhino Horn to pass through a shot.

MID-RANGE

Elena's mid-range objective is to punish a whiffed attack with CR. MP or CR. HK, or to beat a low-profile attack or Focus charge with HK or EX Mallet Smash. This strategy starts by controlling your foe's ground movement with ← + HK, which is meant to hit enemies walking backwards to avoid your strikes, and to punish mid-range projectiles. From its maximum attack range, Sliding is safe on block, so it's useful to occasionally walk backwards before doing it for better positioning. It cannot be abused; your foe can walk forward and guard low to make it punishable. If this starts to happen, tag them with Elena's HK/EX Mallet Smash or → + MP.

When your opponent is afraid of the previous options, you can then move in a bit closer, dancing in and out of their maximum attack range with less fear of them backing away. If you sense an attack coming, back out of its range and punish it with CR. HK or CR. MP canceled into the absurdly powerful Combo IV. CR. MP can also be purposefully whiffed in front of the opponent to act as a wall against incoming attacks; always buffer the command for EX Mallet Smash to transition into Combo IV on a successful hit. This is much more risky than using it as a whiff punisher, though. If the enemy stays static and instead waits for you to move further forward before reacting to an attack, move closer and do an early ST. HK, or walk further forward and attack with CR. MP canceled into LK Lynx Tail or EX Mallet Smash to force them to guess between a low or high attack. Walking way into their attack range and attacking with ST. LK and → + MK periodically, can also get them itching to press buttons. ST. LK specifically causes an odd amount of pushback when blocked, creating the proper amount of space needed to easily back away incoming attacks.

Focus Attacks may be used against ST. HK, ← + HK, → + MK, or → + MP. This is a useless endeavor; do an immediate EX Mallet Smash into Combo VI to counter this. If you're wary of the enemy using a Focus followed by an immediate forward dash (which may slip under EX Mallet Smash), do EX Rhino Horn instead.

Anticipated jumps are countered with CR. HP, ST. MP, or EX Scratch Wheel. EX Scratch Wheel is best saved for use against high-priority jump attacks, or jumps where you can't recover in time to do anything that isn't invincible (like if your foe jumps over CR. MP, which isn't normally punishable by jumps). Against characters with beefy dive kicks, like Rufus and Yun, an early backwards jumping HP is the best response. This requires anticipation, however.

CLOSE RANGE

Much of Elena's close game revolves around counter-hitting enemy attempts to tech throws, and when they're wary of that, going for a throw or overhead to break through their defense. Combo I is the starting place for this offense, which begins with 3-frame CR. LP. It's hit confirmable off of its first two or three hits. If it's blocked, follow up with a secondary attack; walk up and throw the enemy or do Combo I again, or go for → + MK or → + MP (into Combo VI). You can also do CR.MP canceled into ↷ + LK or ↻ + P P (into Combo IV), which doubles as both a preemptive counter to your enemy's attempts to attack a gap in your offense, and as a high/low attack following the canceled CR. MP. As mentioned in Lynx Tail's section, occasionally cancel into MK and HK Lynx Tail to throw off your enemy's punish timing against the LK version. They may stick moves out into the gap between the first kick, where the LK version ends, and the follow-up kicks of the heavier versions.

Combo I's opening attacks can be staggered or broken to fit in a throw or delayed combo opening. For example, a single CR. LP can be followed by a throw to take advantage of a foe expecting the remainder of Combo I's sequence. When they attempt to do delayed throw techs or crouch techs to stop the throw, attack with ↩ + HK to stop them.
This unthrowable poke also crushes low-profile crouching attacks, like most crouch techs. Especially late throw techs can also be counter-hit with ST. HK, which is slow enough to get some players to flinch if they're looking for an especially telegraphed attack. It leads to Combo III on hit, which is damaging if it counter hits, and this attack can also dodge throw attempts.

Elena's → + MK, → + MP, and EX Mallet Smash are all extremely good overhead attacks. → + MK is lightning fast and leaves you close enough to the enemy to keep your offense going. → + MP and EX Mallet Smash both lead to high damage combos when they hit. The problem is, Elena's most used combo opening, Combo I, does not hit low, which does not complement her overhead attacks. Her other low attacks are also either unsafe when blocked or don't lead into combos. This can be compensated for by opening Combo I with CR. LK instead, but the following link into CR. LP is 1-frame and can't be plinked for consistency (unless you use the Back/Select button). There's no easy ticket out of this problem.
To make Elena's overheads more threatening go for the link occasionally, difficult or not. The other option is to take a risk with the low-hitting version of Combo IV (CR. MK ▷ ↻ + P P), which isn't safe, but transitions from a difficult-to-guard low then overhead hit very quickly (and also is a combo itself).

Combos

I. CR.LP, CR.LP, CR.LP then cancel into either:

↷ + LK
126 damage, 203 stun
↶ + MK
182 damage, 280 stun
↻ + MK ▷ ↻ + K
190 damage, 282 stun
↷ + K K, ↻ ↻ + K K K
378 damage, 252 stun

This string of linked crouching light attacks is not airtight. On block, there is always a gap for the opponent to reversal through it. Furthermore, it can't be option selected to compensate for backdashes because it isn't a chain. There is no automatic response to these problems; guard periodically to deal with reversals, or punish anticipated backdashes with ↖ + HK. The opening strike of this combo can be replaced with CR. LK so that it hits low, but the link from CR. LK to CR. LP is 1-frame (and can't be plinked without Back/Select). There's still plenty of time to verify that you've landed the link before canceling into anything, though. The variant ending with LK Lynx Tail causes a hard knockdown, which can be helpful for setting up stronger wakeup attacks, although the damage loss is large. MK Scratch Wheel inflicts more damage than the HK version, but it occasionally whiffs against some crouching characters if you aren't directly next to them. If this happens, do HK Scratch Wheel instead, which is less prone to missing. Generally, there's little reason to cancel into Scratch Wheel over MK Spin Scythe, which deals the most damage for no meter and leaves you close to your downed foe.

II. CR.LP, CR.LP, CR.MP, then cancel into either:

↷ + LK
150 damage, 243 stun
↻ + MK ▷ ↻ + K
214 damage, 322 stun
↻ + P P, CR. LP, CR. LP ▷ ↶ + MK
253 damage, 385 stun

This is a slightly more damaging combo that starts off of CR. LP. Plinking should be used because of the 1-frame link between CR. LP and CR. MP. Plink CR. MP~LP so you may get a link with either crouching MP or crouching LP, either of which will work. Canceling into MP Spin Scythe is always unsafe when blocked, so missing the link could mean Elena is toast. The variant using EX Mallet Smash is more damaging than the others, but the increase is minimal for the meter use.

III. ST. HK, then link into either:

CR. LP ▷ ↘ + MK
242 damage, 410 stun
CR. LP ▷ ↻ + MK ▷ ↻ + K
252 damage, 414 stun
CR. LP, CR. MP ▷ ↻ + P P, CR. LP, CR. LP ▷ ↘ + MK
323 damage, 535 stun
CR. LP ▷ ↻ + K K, ↻ ↻ + K K K
477 damage, 378 stun

This is a 1-frame link off of a ST. HK that hits directly next to the opponent. Again, plinking is only possible with Back/Select, so otherwise you're better off only going for it when ST. HK counter hits (increasing its frame advantage). On counter hit, you can link directly into CR. MP quite easily, improving the damage of many of these combos by omitting the CR. LP before it. In fact, counter hit ST. HK, CR. MP ▷ ↻ + K K, ↻ ↻ + K K K inflicts a massive 532 damage and 478 stun.

IV. CR. MP or CR. MK ▷ ↻ + P P, then link into either:

CR. LP, CR. LP ▷ ↘ + MK
269 damage, 395 stun
CR. LP, CR. LP, CR. LP ▷ ↻ + MK ▷ ↻ + K
277 damage, 405 stun
CR. LP, CR. MP ▷ ↻ + P P, CR. LP, CR. LP ▷ ↘ + MK
318 damage, 470 stun
CR. LP ▷ ↻ + K K, ↻ ↻ + K K K
458 damage, 352 stun

This combo is done as a whiff punisher at mid-range, or in the case of the CR. MK opening, a high-damage low opening at close distances.

The second variation illustrates a loop that's repeatable as long as you have the meter needed for EX Mallet Smash. Though the combo can be done up to 4 times, the meter expenditure isn't worth the return unless you can come just short of dizzying the opponent with a huge combo. Hopefully, you'll only need a quick overhead or low strike to push them over their stun threshold and dizzy them with low damage scaling in place. It also requires a 1-frame link into CR. MP, so be sure to use plinking to make it easier.

If your enemy misses something big, like Ryu's Shoryuken, replace the opening CR. MP with ST. HP for additional damage. Also note that EX Mallet Smash whiffs if you're directly next to the enemy while they're crouching, so only cancel into it from the tip of CR. MP's range.

V. ↻ + HP, then link into either:

CR. MP ▷ ↻ + MK ▷ ↻ + K
312 damage, 404 stun
CR. MP ▷ ↻ + P P, CR. LP, CR. LP ▷ ↘ + MK
363 damage, 485 stun
CR. MP ▷ ↻ + P P, CR. LP, CR. LP, CR. LP ▷ ↻ + MK ▷ ↻ + K
366 damage, 490 stun
CR. MP ▷ ↻ + K K, ↻ ↻ + K K K
537 damage, 268 stun

These are examples of the links possible after HP Mallet Smash. The version using EX Mallet Smash can be repeated as long as you have meter for it, but the damage dealt is generally not worth it. EX Mallet Smash whiffs in some matches, like against Sakura, so go for one of the other options in that case. If you're looking for an easier combo off of HK Mallet Smash, you can link into CR. LP x2 ▷ MK Mallet Smash instead.

VI. ↻ + P P, then link into either:

CR. LP, CR. LP ▷ ↘ + MK
232 damage, 330 stun
CR. LP, CR. LP, CR. LP ▷ ↻ + MK ▷ ↻ + K
245 damage, 347 stun
CR. LP, CR. MP ▷ ↻ + P P, CR. LP ▷ ↻ + MK ▷ ↻ + K
306 damage, 430 stun
CR. LP ▷ ↻ + K K, ↻ ↻ + K K K
457 damage, 278 stun

This encompasses most of the worthwhile combo options off of EX Mallet Smash. As always, EX Mallet Smash cannot be done directly next to a crouching enemy or it may fly behind them, missing entirely.

VII. ↷ + MP, then link into either:

CR.LP ▷ ↻ + MK ▷ ↻ + K
222 damage, 314 stun
CR.LP, CR.MP ▷ ↻ + P P, CR.LP ▷ ↻ + MK ▷ ↻ + K
296 damage, 430 stun
CR.LP ▷ ↻ + K K, ↻ ↻ + K K K
447 damage, 278 stun

The link after ↷ + MP is a 1-frame link, so the risk of being reversaled is high. EX Mallet Smash is generally a better way of landing a combo off of an overhead, but if meter isn't available, this is worth going for.

VIII. Enemy cornered, CR.MP ▷ ↻ + K K, then juggle with either:

↶ + LK, ↶ + HK
254 damage, 386 stun
↶ + LK, ↶ + K K
317 damage, 442 stun
↻ + K K, ↶ + K K
405 damage, 530 stun
↻ ↻ + K K K
494 damage, 300 stun

Here are a few examples of EX Spin Scythe juggle combos. The rule of thumb is the more meter you have available, the more damage you can deal. The juggle using EX Rhino Horn is especially devastating because of the equally large stun damage it inflicts.

IX. ST.MK ▷ CR.HP, ↻ ↻ + K K K

444 damage, 150 stun

This is your go-to combo when Ultra I is stored and your enemy misses a big move. The command for Ultra I must finish the moment you recover from the opening chain. The opening chain isn't safe when blocked, though it's only a -3 disadvantage and thus the risk is low. You can also juggle Elena's Super Combo in this situation, though meter is better spent elsewhere.

X. CR.MP ▷ ↷ + HK (2 hits) ▷ FADC forward, then link into either:

ST.HP ▷ ↻ + HK ▷ ↻ + K
340 damage, 486 stun
ST.HP ▷ ↻ + MK, ↶ + K K
415 damage, 543 stun
ST.MK ▷ CR.HP, ↻ ↻ + K K K
461 damage, 285 stun

The FADC off of HK Lynx Tail is generally only important when you're fishing for a low hit when the opponent is expecting EX Mallet Smash. You can cancel the 3rd hit of HK Lynx Tail into a FADC and combo as well, but it tends to miss on occasion, which makes the cancel impossible. Note that the first two combos link into ST.HP after the FADC, which only hits if the enemy is standing. If they're crouching, link into CR.MP instead, and in the case of the second combo, cancel into LK Rhino Horn instead of MK.

XI. ↶ + K K ▷ FADC, then link into either:

CR.LP, CR.LP, CR.LP ▷ ↻ + MK ▷ ↻ + K
225 damage, 327 stun
CR.LP ▷ ↷ + K K, ↻ ↻ + K K K
437 damage, 258 stun

EX Scratch Wheel has +4 frame advantage on hit *or block* after canceling the first hit into Focus Attack dash cancel forward, a rare property for a reversal to have. Despite the massive expense of 4 meters, the second version of this combo is a potential game-changer.

EVIL RYU

First appearance:
Street Fighter Alpha 2 (1996)



Data

STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	900	D
Forward Walk Distance per Frame	0.05	A
Backward Walk Distance per Frame	0.04	A
Dash Duration in Frames	18	B
Dash Distance	1.3241	B+
Backdash Duration in Frames	8 invincible, 9 airborne, 11 recovery (28 total)	D
Backdash Distance	1.2	B
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.925	B

W Ultra Damage: 75%

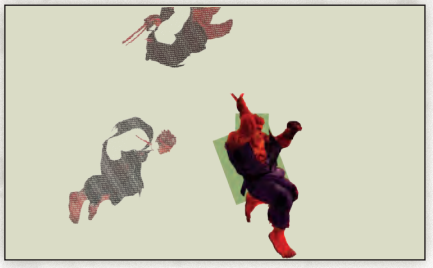
Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	CH

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	3
ACTIVE	3
RECOVERY	21
ON HIT	+3
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

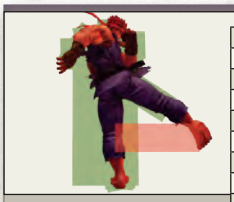
HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	22
ON HIT	-3
ON BLOCK	-7
CANCEL	SP, SU

NOTES Forces stand

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	7
ON HIT	+3
ON BLOCK	-3
CANCEL	SP, SU

NOTES Cancelable during chains

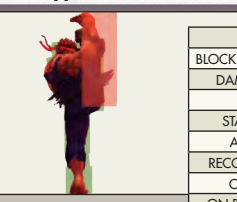
MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	3
ACTIVE	5
RECOVERY	16
ON HIT	-2
ON BLOCK	-7
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 70
STUN	125, 75
STARTUP	8
ACTIVE	8 (2) 4
RECOVERY	17
ON HIT	+2
ON BLOCK	-3
CANCEL	SU

NOTES Only 1st hit cancelable, anti-air 1st hit puts opponent in limited juggle state

STANDING (ST.) NORMAL MOVES

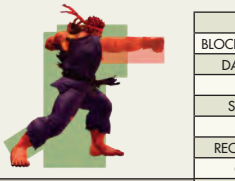
LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	14
ON HIT	+2
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	18
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES Soft knockdown on counter hit

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	6
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

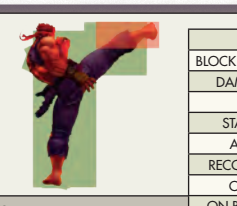
MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	15
ON HIT	+2
ON BLOCK	-3
CANCEL	—

NOTES —

HK

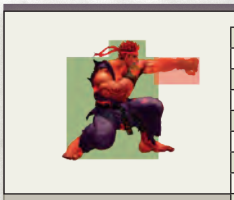


HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	26
ON HIT	-4
ON BLOCK	-9
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

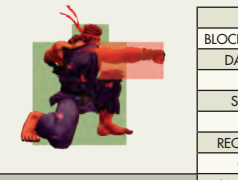
Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	4
ACTIVE	4
RECOVERY	8
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

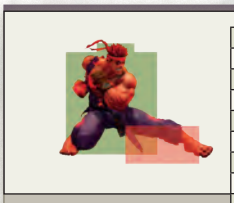
Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	6
ACTIVE	6
RECOVERY	23
ON HIT	+5
ON BLOCK	+10
CANCEL	SP, SU

NOTES Forces stand

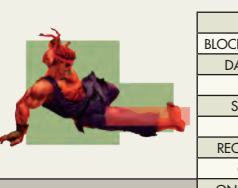
Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU

NOTES —

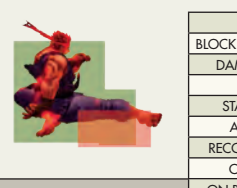
Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	16
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	26
ON HIT	—
ON BLOCK	-11
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Angled jumping MP



HITS	2
BLOCK LEVEL	H
DAMAGE	50 , 30
STUN	50, 50
STARTUP	7
ACTIVE	3, 4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1st hit puts opponent in free juggle,2nd hit puts opponent in limited juggle, 2nd hit juggle potential 1, 1~6f lower body projectile invincible

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

NORMAL THROWS

Evil Ryu's normal throws are much like Ryu's, both aesthetically and functionally. Both throws provide enough advantage to allow you an ambiguous jump-in mix-up. Forward throw is slightly more effective in this regard, since it leaves you at a closer range with more advantage.

After a forward throw, you can alter your spacing from the downed opponent and go for either a jumping HP frontal attack, a cross-up air Hurricane Kick, a cross-up MK, or a dive kick. Keep in mind that the farther you are from the opponent and the later your jump is performed, the more likely it is you'll hit the opponent's front side. For frontal dive kicks, use the same jump distance you'd use for a cross-up MK to make it more difficult to block. For cross-up air Hurricane Kicks, you can space yourself past mid-range to make your cross-up very deceptive.

To give your forward throws more range, you can use the kara cancel technique with an input of → + HP ~ LP + LK. This gives you enough distance to allow you to throw from just past your crouching LP range.



Shoulder Throw

LP + LK

DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.923

Somersault Throw

← + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.923

If you land a defensive back throw, you can follow up with a meaty LP Hadoken or HP Shakunetsu Hadoken to keep up your zoning game. Alternatively, you can walk forward a bit after your back throw and go for the same jump-in mix-ups you would use to follow up your forward throw.

FOCUS ATTACKS

Evil Ryu's Focus Attack is one of the better ones among the cast. Evil Ryu leans back during his charge phase and, upon release, delivers a far-reaching haymaker. Like most of Evil Ryu's best attacks, his Focus Attack meshes well with his crouching MK poke. Its range is just slightly further than crouching MK, making it extremely useful for punishing absorbed projectiles and mid-range normal moves. Use Focus Attacks liberally to deter your poke-heavy opponents from attempting to counter-hit your relatively slow crouching MK.

Evil Ryu's Focus Attack can also be used as anti-throw-tech bait. After a blocked crouching LP or crouching MP, charge up your Focus and on reaction to an absorption (from your opponent's option select throw tech), release your Level 2 attack. This is an excellent way to land Evil Ryu's big-damage combos or to keep the enemy in heavy blockstun.

In combos, Evil Ryu's Red Focus cancel can be useful in specific instances. The most effective use of it is from a max-range CR. MK ▷ ◌ + LK punish (see Combo VII). Otherwise, meter is more efficiently used for Hadoken ▷ FADC hit-check combos.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	180
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15(+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Zugaihasatsu ⟳ + MP

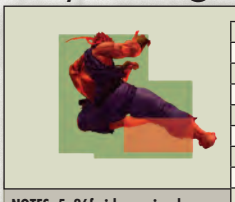


HITS	2
BLOCK LEVEL	H
DAMAGE	30, 50
STUN	50, 50
STARTUP	17
ACTIVE	2 (1) 2
RECOVERY	18
ON HIT	+4 (+2)
ON BLOCK	-6
CANCEL	[MD]

NOTES Frame advantage changes to +2 on crouching hit

Zugaihasatsu: Like Ryu and Akuma, Evil Ryu's ⟳ + MP is a two-hit overhead attack with a decent amount of range. At -6 on block, you don't want to be predictable with this attack as it's easily punishable by most of the cast. Use this to finish off your opponent or to land the remaining stun damage. Fortunately, its range meshes well with crouching MK, so the success rate of connecting with it at mid-range is relatively high. While it is +4 against standing targets, its combo-ability can be disregarded because the point of this attack is to hit crouching opponents. However, being +2 against crouching targets gives you enough advantage to force an opponent to block a crouching MP or crouching MK afterwards. Use the threat of your devastating crouching MK combos (see Combo Index) to land overheads easily.

Senbukyaku ⟳ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	16
ACTIVE	2
RECOVERY	9+8
ON HIT	+0
ON BLOCK	-2
CANCEL	SP

NOTES 5~26f airborne, juggle potential 2

Senbukyaku: Senbukyaku is a "hop kick" with some valuable properties attached to it. It's considered airborne on the fifth frame, making it an excellent tool for evading throws and crushing low attacks. As of *Super Street Fighter IV Arcade Edition 2012*, Evil Ryu can cancel his hop kick into specialized versions of his air Hurricane Kicks for extra damage.

All versions of the follow-up air Hurricane Kick are unsafe on block, with LK being the safest at -4. LK and MK versions don't cause a soft knockdown on hit, while the HK and EX versions do. It's recommended to use the LK version in most situations unless you've made a good read and want to commit to an EX air Hurricane Kick for a potential Ultra I juggle combo (see Combo V). Otherwise, Senbukyaku is only -2 on block and is safe to everything but fast command throws and certain Supers.

If you have the opponent cornered in a defensive position and notice that they're crouch-teching or poking you back in your blockstrings, you can go for a hop kick canceled into EX Hurricane Kick and juggled into Ultra (Combo V) to score up to 400 points of damage. If you do get hit out of your hop kick by a normal move, you're considered airborne so you'll simply land safely from your air recovery instead of eating a potential ground combo.

Tenmakujinkyaku Peak of jump ⟳ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	13
ACTIVE	UNTIL GROUND
RECOVERY	4
ON HIT	+8 MAX
ON BLOCK	+4 MAX
CANCEL	–

NOTES Juggle potential 1

Tenmakujinkyaku: Evil Ryu borrows Akuma's signature "dive kick"; he abruptly changes his trajectory at the apex of his jump to deliver a steep attack that remains active until he lands. This unique attack is useful in a few ways. It can be used at long range to end his forward jump earlier than normal, allowing you to not have to commit to too much distance. For instance, jumping over a projectile at full screen and dive kicking down will help to keep you out of range from being pressured upon landing.

This dive kick's main use is as a non-cross-up mix-up. Against a downed opponent, use the threat of your forward jump cross-up MK to open up the enemy with a frontal dive kick for a 50/50 mix-up. The best way to connect a dive kick in this way is off of a forward throw, a juggled Axe Kick, or off of crouching HK (see Combo Index and Hard Knockdown Setups for specific combo enders and setups). Since hard knockdown follow-ups often consist of an ambiguous cross-up, a dive kick to the front can be surprisingly difficult to block if your opponent is trained to hold forward during your forward jumps.

Target Combo MP ▷ HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	20
ON HIT	–
ON BLOCK	-5
CANCEL	SU

NOTES Soft knockdown

Like all dive kick attacks, your advantage will vary depending on the height of impact—lower is better. Against tall opponents like Hugo and Sagat, a blocked dive kick can be easily punished with a throw, while on hit, you won't even be able to link it into a 3-frame Shoryuken. Keep this in mind against taller characters and use frontal jumping HP instead.

Target Combo: This is a one-two punch chain combo that causes soft knockdown. New in *Ultra Street Fighter IV* is its ability to be used from ST.MP in addition to CL.MP. It's easy to execute, but is underwhelming in its functionality. CL.MP ▷ HP does 160 damage while ST.MP ▷ HP does 170 damage. In terms of damage and overall pressure, there are better attack sequences to use up close (such as CL. HP ▷ ↻ + HP), so this target combo is not recommended for any use. At range, the HP portion of the combo after the ST.MP will whiff over most crouching opponents, making it practically useless.



SPECIAL MOVES

Hadoken ↻ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	13
ACTIVE	–
RECOVERY	32
ON HIT	-2
ON BLOCK	-6
CANCEL	SU

NOTES –

EX Hadoken ↻ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	12
ACTIVE	–
RECOVERY	30
ON HIT	+3
ON BLOCK	+0
CANCEL	SU

NOTES 1st hit juggle potential 1, 2nd hit juggle potential 2









Hadoken: The renowned classic "fireball." Evil Ryu's normal Hadoken versions are identical to Ryu's in every way. All three versions have the same properties in terms of advantage and startup while varying in travel speed, with LP version being the slowest and HP version being the fastest.

At full-screen range, knowing which fireball speed to use is an important skill to master. Generally, you want to throw out slow ones to put a long-lasting threat on the screen to cover your forward movement and fast ones to land chip damage.

At mid-to-long range, it's usually best to use HP Hadoken, since it gives the opponent very little time to make a decision and react. Fidgety opponents are likely to get hit out of the air attempting to reactively jump over HP Hadoken.

At mid-range, Hadoken makes for one of Evil Ryu's strongest pokes. Past crouching MK, it acts as an extension of your mid-range arsenal while dealing chip damage. In a footsie game, opponents will tend to try to counter-hit your 7-frame crouching MK, so using HP Hadoken out of range is excellent for punishing their attempts.

Hadoken can be Focus Attack dash canceled without the projectile actually connecting. This lets you set up traps against a pressured opponent in situations where they can't afford to Focus absorb or block your fireballs. At about a half screen's distance away, you can FADC forward from a Hadoken's recovery, so you can punish their neutral jump descent with standing HK. If the opponent jumps at you, you can easily perform an anti-air HP Shoryuken.

Unlike Ryu's EX Hadoken, Evil Ryu's EX Hadoken does not cause a soft knockdown, which makes it significantly less useful. It can be used to punish an opponent's Focus Attack, or as a quick way to gain momentum in a fireball war.

Shakunetsu Hadoken: Shakunetsu Hadoken is a three-hit red fireball with long start-up and recovery. Its primary function is to beat single-hit projectiles and armor moves. Evil Ryu can be punished on reaction to the starting frames of Shakunetsu Hadoken if the opponent is looking for it, so using this move freely within jump distance is ill-advised.

You can set up traps against other projectile characters with Shakunetsu Hadoken. In a full-screen projectile war, you can react to single-hit projectiles with your three-hit red fireballs, giving you extra screen pressure as the remaining hits of the fireball continue to travel. With this in mind, deceptive use of Shakunetsu Hadoken can cause your opponent to preemptively jump after a fireball trade (expecting the remaining hits to travel underneath), giving you a chance to punish their descent. At long range for example, you can trade a one-hit projectile with your one-hit LP Shakunetsu Hadoken and then immediately throw out a regular Hadoken afterwards. Since Evil Ryu's start-up animation for all Shakunetsu Hadoken versions look the same, opponents can be tricked into jumping on to your follow-up normal Hadoken thanks to the lower recovery of LP Shakunetsu Hadoken.





LP Shakunetsu Hadoken ↻ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	200
STARTUP	25
ACTIVE	–
RECOVERY	28
ON HIT	–
ON BLOCK	-7
CANCEL	SU

NOTES Soft knockdown, juggle potential 1

MP Shakunetsu Hadoken ↻ + MP

HITS	2
BLOCK LEVEL	HL
DAMAGE	35, 35
STUN	50, 100
STARTUP	25
ACTIVE	–
RECOVERY	36
ON HIT	–
ON BLOCK	-7
CANCEL	SU

NOTES Soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2

HP Shakunetsu Hadoken ↻ + HP

HITS	3
BLOCK LEVEL	HL
DAMAGE	33 X3
STUN	35 X3
STARTUP	25
ACTIVE	–
RECOVERY	44
ON HIT	–
ON BLOCK	-7
CANCEL	SU

NOTES Soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 1st hit causes free juggle state on hit

EX Shakunetsu Hadoken ↻ + P P

HITS	3
BLOCK LEVEL	HL
DAMAGE	47 X3
STUN	70, 70, 100
STARTUP	25
ACTIVE	–
RECOVERY	28
ON HIT	–
ON BLOCK	+9
CANCEL	SU

NOTES Soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 1st hit causes free juggle state on hit

LP Shoryuken ↓↘ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (70)
STUN	100
STARTUP	3
ACTIVE	14
RECOVERY	16+8 ON GROUND
ON HIT	–
ON BLOCK	-20
CANCEL	SU

NOTES 1~2f invincible, 4~32f airborne, invincible, less damage from 3rd active frame on, Soft knockdown

MP Shoryuken ↓↘ + MP

HITS	2
BLOCK LEVEL	HL
DAMAGE	100, 30
STUN	100, 50
STARTUP	3
ACTIVE	2, 12
RECOVERY	25+18 ON GROUND
ON HIT	–
ON BLOCK	-34
CANCEL	SU

NOTES 1~5f invincible, 5~41f airborne, soft knockdown, 2nd hit juggle potential 1

HP Shoryuken ↓↘ + HP

HITS	2
BLOCK LEVEL	HL
DAMAGE	100, 60
STUN	150, 50
STARTUP	3
ACTIVE	2, 12
RECOVERY	28+18 ON GROUND
ON HIT	–
ON BLOCK	-37
CANCEL	SU

NOTES 1~4f invincible, 5~44f airborne, soft knockdown, 2nd hit juggle potential 1

EX Shoryuken ↓↘ + P P

HITS	3
BLOCK LEVEL	HL
DAMAGE	80, 60, 50
STUN	100, 50, 50
STARTUP	3
ACTIVE	2, 2, 12
RECOVERY	30+18 ON GROUND
ON HIT	–
ON BLOCK	-39
CANCEL	SU

NOTES 1~8f invincible, 7~48f airborne, soft knockdown, 3rd hit juggle potential 1



Shoryuken: Evil Ryu's iteration of the classic "Dragon Punch" remains largely the same as Ryu's. The three normal versions differ in invulnerability, damage, and range.

LP Shoryuken is invincible for only two frames with its active hit starting on the third frame, making it difficult to flat-out win exchanges. It's best used as an early anti-air to keep opponents from jumping over you or dive kicking you. While it's not too effective as a wakeup and recovery reversal, early anti-air LP Shoryuken sets up for meterless Ultra I and Ultra II juggles. Time your LP Shoryuken to hit near the apex of your opponent's jump, and then combo it into either Ultra for a large amount of damage. Additionally, thanks to its invulnerability frames ending before its first active hit and the fact that its start-up hit frames aren't airborne, you can intentionally trade LP Shoryuken with a deep jumping attack to allow follow-up Ultra juggles. To get the deepest possible Shoryuken, use an input of ↘, ↓, ↘ + LP from a crouching position. The timing is strict and the trade is dependent on your opponent actually sticking out an attack.

MP Shoryuken is the most invincible version out of the three normal Shoryukens and should be used to cleanly beat out anti-airs or close up attacks.

HP Shoryuken has one frame fewer of invincibility than the MP version, but does 30 more damage. It's recommended to use HP Shoryuken over MP Shoryuken in most cases, since the four frames of invulnerability should be more than enough to beat out all jumping and ground attacks. But, if you're in a situation where a potential trade with a jumping attack could lose you the round, use MP or EX Shoryuken instead. In combos, always use HP Shoryuken for its extra horizontal range and damage. Unlike Ryu, Evil Ryu's HP Shoryuken allows for Focus Attack dash cancels.

MP and HP Shoryuken are considered airborne at the first active frame, meaning Evil Ryu will air recover on trades. This adds extra recovery to prevent you from following up a traded mid-screen hit into Ultra, but if you can get this trade to happen with your opponent near the corner, your Metsu Hadoken will juggle.

EX Shoryuken is the version to use to beat out other highly active aerial attacks (like Akuma's air Hadoken) or to beat out other invincible moves. It's also the most damaging version, so it can be useful as an ender to LK Hurricane Kick juggle combos.



LK Tatsumaki Senpukyaku

← + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	11
ACTIVE	2 (7) 2
RECOVERY	12+8 ON GROUND
ON HIT	–
ON BLOCK	-9
CANCEL	–

NOTES 7~33f airborne, 7~21f lower body projectile invincibility, soft knockdown, puts opponent in free juggle state

MK Tatsumaki Senpukyaku

← + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 40
STUN	100, 50
STARTUP	5
ACTIVE	2 (5) 2 (5) 2 (5) 1
RECOVERY	16+12 ON GROUND
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES 7~42f airborne, 7~26 lower body projectile invincible, 2nd and 3rd hits cause limited juggle state, all hits juggle potential 1

HK Tatsumaki Senpukyaku

← + HK

HITS	3
BLOCK LEVEL	HL
DAMAGE	80, 40, 40
STUN	100, 50, 50
STARTUP	5
ACTIVE	2 (5) 1 (5) 1 (5) 1 (5) 1 (5) 1
RECOVERY	13+8 ON GROUND
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES 7~49f airborne, 7~36f lower body projectile invincible, 2nd and 3rd hits cause limited juggle state, all hits juggle potential 1

Tatsumaki Senpukyaku: Evil Ryu's "Hurricane Kick" is more like Akuma's Hurricane Kick than Ryu's. The LK version is primarily used in combos and puts the enemy into a free juggle state, allowing for a variety of follow-ups (see Combo IV for details). The MK and HK versions have an initial "knee" strike on the fifth frame that forces the target to stand on hit, which guarantees the subsequent spin kicks will combo. Evil Ryu has better options, so you will rarely use MK and HK Hurricane Kicks in combos.

All Hurricane Kick versions have lower-body projectile invincibility, allowing them some use in getting through an opponent's zoning game. If you have a good read on your opponent's projectile patterns, you can reply with an anticipatory HK Hurricane Kick to fly across the screen and punch the recovery of their projectile. Near the corner, you can add to a long-range one-hit Hurricane Kick with a HP Shoryuken juggle. While this technique is a bit risky, it adds an extra dimension to full screen projectile wars and can catch an opponent off guard. Additionally, Hurricane Kicks can be surprisingly awkward to punish because of their ability to cross up on crouching characters. If you do get punished, you'll eat a full ground combo on your landing recovery. In general, it's best to just use a jumping attack if you're going to anticipate an opponent's fireball. This way, you risk getting hit by an anti-air at worst.





EX Tatsumaki Senpukyaku

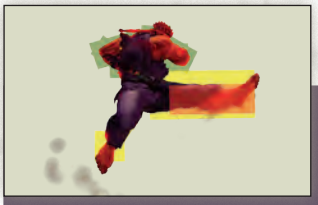
↺ + K K

HITS	5
BLOCK LEVEL	HL
DAMAGE	30 X4, 40
STUN	40 X5
STARTUP	11
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	18+3 ON GROUND
ON HIT	–
ON BLOCK	-1
CANCEL	–

NOTES 6~45f airborne, 6~27f lower body projectile invincible, 5th hit causes limited juggle state against grounded enemy, all hits juggle potential 5



EX Hurricane Kick is a different move altogether; Evil Ryu goes airborne, but stays in place while unleashing a barrage of five attacks which can hit crouching enemies. This version can be used in ground combos against crouching opponents or as a frame trap. It's airborne on the sixth frame and is safe on block against most of the cast because of the distance at which Evil Ryu lands after the move is blocked. Use this in your up-close offense against a cornered opponent once you've conditioned the enemy into teching your throws, as it will beat both a standing throw and most crouch tech ↓ + LP + LK attacks. Near corners, this attack also sets up a low-scaled Ultra I follow-up, netting you over 400 damage at full Ultra meter.





LK Tatsumaki Senpukyaku

↺ + LK after → + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2 (6)
RECOVERY	17+10 ON GROUND
ON HIT	0
ON BLOCK	-4
CANCEL	–

NOTES 1~26f lower body projectile invincibility

MK Tatsumaki Senpukyaku

↺ + LK after → + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2 (6)
RECOVERY	17+10 ON GROUND
ON HIT	-2
ON BLOCK	-6
CANCEL	–

NOTES 1~26f lower body projectile invincibility

HK Tatsumaki Senpukyaku

↺ + LK after → + HK

HITS	2
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2 (6)
RECOVERY	17+10 ON GROUND
ON HIT	–
ON BLOCK	-8
CANCEL	–

NOTES 1~26f lower body projectile invincibility, all hits juggle potential 1, soft knockdown





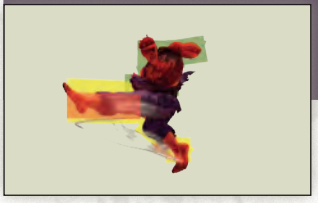
EX Tatsumaki Senpukyaku

↻ + LK after → + MK

HITS	5
BLOCK LEVEL	HL
DAMAGE	40X5
STUN	50X5
STARTUP	7
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	17+4 ON GROUND
ON HIT	–
ON BLOCK	
CANCEL	–

NOTES 1st hit puts opponent into limited juggle state, all hits juggle potential 5, soft knockdown





LK Air Tatsumaki Senpukyaku

In air: ↺ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2 (6)
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~26f lower body projectile invincibility, soft knockdown

MK Air Tatsumaki Senpukyaku

In air: ↺ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2 (6)
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~26f lower body projectile invincibility, soft knockdown

HK Air Tatsumaki Senpukyaku

In air: ↺ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2 (6)
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~26f lower body projectile invincibility, soft knockdown

Airborne Tatsumaki Senpukyaku: Evil Ryu essentially has two versions of Airborne Tatsumaki Senpukyaku. One is performed during his jump and the other is performed off of a canceled → + MK hit (see Senbukyaku description for details). Depending on jump direction and the timing of its execution, air Hurricane Kick will alter Evil Ryu's jump trajectory in different ways. On backwards jump, air Hurricane Kick will halt Evil Ryu's backwards trajectory. On neutral jump, it will slightly move him forward. On forward jump, he gains a large horizontal momentum boost.

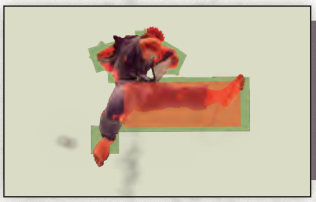
Backward jump air Hurricane Kick isn't very useful, as it leaves you vulnerable in the air longer. But it does have an extremely specific and niche purpose in allowing you to hover above a projectile that's passing by underneath.

Neutral jump air Hurricane Kick can be used at mid-range to surprise an approaching enemy who's trying to gain ground on you. To get the Hurricane Kick to extend its hitbox low to the ground, time the ↺ + HK input right after the apex of your jump. The second spin kick of your descending Hurricane Kick will hit most crouching characters if timed correctly. This is effective after neutral jumping over a projectile at mid-to-long range.

Forward jump air Hurricane Kick is mainly used to cross up and hit an opponent at a distance with Evil Ryu's rear hitbox. Perform ↺ + HK slightly after the apex of your jump to get the rear hitbox to hit low to the ground. This tactic is best employed after a hard knockdown, such as after a forward or back throw. You can also use forward jump air Hurricane Kick to advance. At the apex of your forward jump, perform ↺ + HK to give Evil Ryu a huge boost in trajectory while extending a hitbox that can hit crouching opponents. Use this to counter full screen projectiles or simply as a full screen engagement tool. Many players fail to punish a long-ranged air Hurricane Kick because of its unexpected travel distance.

EX Air Tatsumaki Senpukyaku

In air: ↺ + K K



HITS	5
BLOCK LEVEL	HL
DAMAGE	40 X5
STUN	50 X5
STARTUP	7
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	4 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES All hits juggle potential 5, soft knockdown

EX air Hurricane Kick causes Evil Ryu to float in the air, giving you more air time to allow projectiles to pass underneath. This move doesn't have much use other than to save you from a bad jump onto projectile, or from falling onto something like the opponent's active Raging Demon.

Punch Ashura Senkuu

↻ or ↺ + P P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	61
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Kick Ashura Senkuu

↻ or ↺ + K K K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	53
ON HIT	–
ON BLOCK	–
CANCEL	–

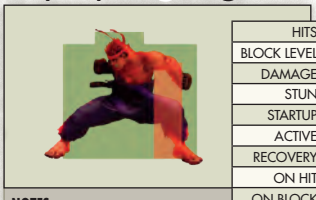
NOTES –

Ashura Senkuu: Ashura Senkuu is Evil Ryu's "Teleport." Like most characters with teleports, Evil Ryu is immediately invincible upon activation and can teleport both forward and backwards. The punch version of his teleport travels further and ends with 12 frames of vulnerability. The kick version travels a shorter distance and ends earlier, but with 13 frames of vulnerability.

Ashura Senkuu is used solely as an escape tool. It adds an extra dimension of defense to Evil Ryu's game and can be very annoying for an opponent to deal with. The punch version is usually recommended as it travels further and is less likely to be punished. Which direction to teleport depends on your position on the screen. If you have space behind you, it's usually safe to teleport backwards provided the opponent doesn't have a quick gap-closing move available. You can forward teleport against some jump-in attacks and dive kicks to mix up your wakeup game and throw your opponent off. Some players won't take into account that you'll suddenly go through them to the other side and may be slow to punish the recovery of your teleport.

Because of its shorter travel distance and lower total frames, the kick version of the teleport can be used to bait out long-recovery anti-airs. For instance, if you make a strong read against a Cammy who's going to wake up with a Cannon Spike, you can walk up and then kick teleport backwards to punish her as she goes through you.

LK Ryusokyaku ↺ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	17
ACTIVE	2
RECOVERY	22
ON HIT	+1
ON BLOCK	-7
CANCEL	SU

NOTES –

MK Ryusokyaku ↺ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	20
ACTIVE	2
RECOVERY	20
ON HIT	+4
ON BLOCK	-2
CANCEL	SU

NOTES Juggle potential 1

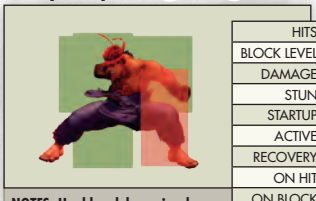
Ryusokyaku: Ryusokyaku is a unique special move available only to Evil Ryu. The "Axe Kick" has armor-breaking properties and each version provides some degree of utility in Evil Ryu's arsenal.

LK Axe Kick is the fastest-starting version with the longest recovery. At -7 on block, it can be punished by most crouching MK and HK attacks, so it should only be used for bonus damage from a crouching MK combo (as it provides more damage than Hadoken).

MK Axe Kick will be your most-used version as it's the backbone of all of your heavy damage combos. It's +4 on hit, so a CR.MP ▷ ↺ + LK follow-up is possible against a standing target. Use close HP or crouching HP canceled into MK Axe Kick to force the opponent into a standing state, giving you a guaranteed crouching MP into LK Hurricane Kick combo. On crouching opponents, you can always follow a MK Axe Kick with HP Shoryuken. On block, MK Axe Kick is only -2, making it safe against characters without 2-frame Supers or command throws.

HK Axe Kick is the slowest version, but with a +1 advantage on block. On a grounded hit, it causes a hard knockdown. HK Axe Kick should rarely be used over MK Axe Kick in ground combos, but it can be used as a safe way to engage from a distance. CR.MK ▷ ↺ + HK won't combo, but it is an alternative block string to CR.MK ▷ ↺ + P. It puts you closer to the opponent and with a positive frame advantage. Otherwise, HK Axe Kick should mainly be used as a follow-up to Shoryuken FADC juggle combos for its high damage and hard knockdown property (see Combo IX).

HK Ryusokyaku ↺ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	150
STARTUP	25
ACTIVE	2
RECOVERY	18
ON HIT	–
ON BLOCK	+1
CANCEL	SU

NOTES Hard knockdown, juggle potential 1

EX Ryusokyaku ↺ + LK



HITS	1
BLOCK LEVEL	H
DAMAGE	160
STUN	200
STARTUP	21
ACTIVE	2
RECOVERY	22
ON HIT	–
ON BLOCK	-4
CANCEL	SU

NOTES Hard knockdown, juggle potential 1

While Ryusokyaku looks like an overhead, only the EX version acts as one. EX Axe Kick is -4 on block, making it relatively safe against most characters. For the cost of one stock of Super Gauge, EX Axe Kick provides more distance and twice the damage of Evil Ryu's ↻ + MP overhead.

SUPER & ULTRA COMBOS

Raging Demon LP LP → LK HP



HITS	15
BLOCK LEVEL	–
DAMAGE	370
STUN	0
STARTUP	1+0
ACTIVE	37
RECOVERY	13
ON HIT	–
ON BLOCK	–

NOTES Hard knockdown

Super Combo: Raging Demon: Evil Ryu performs the signature Raging Demon. Like Akuma's Raging Demon, Evil Ryu's Raging Demon has no startup frames after the Super flash, making it a guaranteed 370 damage against idle opponents at point-blank range. Also like Akuma, Evil Ryu can cancel any of his ground-based normal attacks into his Super. This includes an airborne Senbukyaku. Raging Demon can be used as a one-frame punish or as a type of "SPD" Super (like Zangief's Ultra I and Super).

The best use of this move is to kara cancel into it from → + MK or → + MP. Both of these attacks have late active frames and advance Evil Ryu forward while at the same time "covering" the LP, LP, → + LK + HP input, making it one of the hardest grapple techniques to defend against. You can also dash next to the enemy and buffer a Raging Demon during your dash recovery to serve the same purpose.



Metsu Hadoken ↓ ↓ + P P P

HITS	8
BLOCK LEVEL	HL
DAMAGE	38 X7, 75 (403 MAX)
STUN	0
STARTUP	0+11
ACTIVE	–
RECOVERY	114
ON HIT	–
ON BLOCK	-30

NOTES 1~10f invincible, hold P P P for more power, hard knockdown, Ultra hit number = juggle potential, e.g., 4th hit of Ultra has potential 4

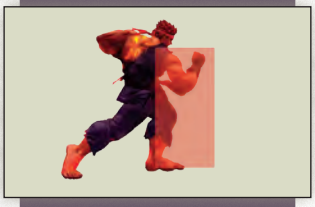




Messatsu Goshoryuken ↓ ↓ + K K K

HITS	14
BLOCK LEVEL	HL
DAMAGE	30 X3, 15 X3, 8 X5, 15, 105, 206
STUN	0
STARTUP	0+9
ACTIVE	4, 6 (26) 4, 4, 4 (37) 2, 2, 3, 3, 3
RECOVERY	31+62 ON GROUND
ON HIT	–
ON BLOCK	-78

NOTES 1~18 invincible, hard knockdown, hits 2~10 have sequential juggle potential: 2nd hit juggle potential 1, 3rd hit juggle potential 2, 4th hit juggle potential 3, etc.





Although the traditional input of the move is LP, LP, →, LK, HP, you can make performing Raging Demons much easier by combining the last three buttons into one: → + LK + HP.

Use an input sequence of → + MP + LP, LP, → + LK + HP to perform the overhead into Raging Demon cancel.

Use an input sequence of → + MK + LP, LP, → + LK + HP to perform the hop kick into Raging Demon cancel.

Raging Demon has no invulnerability and travels slowly, so if you're forced to use it from further than point-blank range, you're most likely going to get punished.

UCI: Metsu Hadoken: Evil Ryu's Metsu Hadoken is an eight-hit projectile Ultra similar to Ryu's Ultra, except with a twist: the three punch buttons can be held to charge it to a second level. A charged Metsu Hadoken does 403 damage and at close range it will go into a cinematic which boosts its damage to 431. Metsu Hadoken is a versatile Ultra with its ability to blow through projectiles and juggle in combos.

Combo Metsu Hadoken from a high-altitude LP Shoryuken hit, an air-to-air jumping MP, from HP Shoryuken ▷ FADC, or as a juggle from an EX Hurricane Kick in the corner. Off of a Level 2 Focus Attack crumple canceled to dash, you can combo into a charged cinematic Metsu Hadoken. Also important to note is that it's possible to follow up a Focus Attack crumple canceled to backdash with an uncharged Metsu Hadoken. A situation this is useful for is if you release a Level 1 Focus Attack and it happens to counter-hit; you're going to backdash to safety without being able to hit-check it, so tacking on a Metsu Hadoken to the Focus crumple is a good option.

In a projectile war, Metsu Hadoken can be used to punish opposing fireballs on reaction. This is most effective at a little past mid-range at a distance where you have enough time to react while still being close enough for the actual projectile to connect with the recovering opponent. A technique to use for getting the Ultra out in time and to hide your "pumping" motion is to use the shortcut input of ↑, ↖, ↓ + P P P. Using this input will let you pump the ↑, ↖ portion while keeping your character crouching. Then, finish the Ultra motion with ↓ + P P P on reaction to the enemy's projectile release. Otherwise, pumping ↓ will cause your character to crouch and stand, telegraphing what you're trying to do. Additionally, you can tack on an extra HK Hurricane Kick for a nine-hit combo if the opponent's projectile hits you out of your Ultra animation (allowing you to recover and act earlier than usual).

UCII: Messatsu Goshoryuken: Evil Ryu performs two Shoryukens followed by a third one that goes into a cinematic, dealing a considerable amount of damage. The third Shoryuken (sixth hit) will only cause a cinematic if the first hit connects. The first hit has no juggle potential, so the cinematic won't take effect unless it's used in a free juggle state or as a raw anti-air hit.

While a non-cinematic Messatsu Goshoryuken deals less damage, it's still a worthwhile Ultra to use for Shoryuken ▷ FADC purposes. At full Ultra meter, ↙ + HP ▷ FADC forward, ↓ ↓ + K K K does 344 damage, while ↙ + HP ▷ FADC forward, ↓ ↓ + P P P does 377.

Ultra II cinematic is comboable from a grounded EX Hadoken (see Combo VI), a Focus Attack crumple into forward dash, or from a max range CR.MK ▷ ↓ + LP ▷ FADC forward cancel (see Combo X).

Messatsu Goshoryuken can also be used as an anti-air on enemies descending at a distance (around crouching MK length). Since it has a 9-frame startup, execute the move early on during the opponent's jump to give yourself time to finish the motion. Also, since it doesn't count as a projectile, you can actually use Messatsu Goshoryuken while your Hadoken is still on the screen. This means you can potentially land an anti-air Ultra II on an opponent jumping over your full screen LP Hadoken. Alternatively, you can FADC cancel out of Hadoken recovery and punish a neutral jump with Ultra II. This isn't possible with Ultra I.

Recommended Ultra Choice: Usually Ultra II

Both Ultras are useful for Evil Ryu, but Ultra II is recommended against most characters. Pick Ultra I against projectile-based characters like Sagat and Ryu (characters that you can actually punish with Ultra I). Ultra II's higher potential damage and its ability to juggle in most situations that Ultra I can juggle from make it a better choice overall.

Overview

PROS:

- Excellent zoning game; Shakunetsu Hadoken paired with Evil Ryu's low-recovery Hadoken gives him full-screen pressure rivaling Ryu's
- MK Axe Kick combos provide insane damage potential off of opponent's mistakes
- Excellent defensive options in both his Shoryuken and ability to teleport away from danger
- Long-range crouching MK into Hadoken pokes can be extremely hard to deal with for a lot of the cast
- Like Akuma, Evil Ryu has great mix-ups off of LK Hurricane Kick into crouching HK combos

CONS:

- Crouching MK is relatively slow and is more likely to be counter-hit than other Shoto crouching MK attacks
- Has limited close-range combos; much of his damage is based off of landing close heavy attacks or by forcing mistakes from an opponent

Evil Ryu is a hybrid between Ryu and Akuma. He has parts of Ryu's strong zoning game with components of Akuma's vortex. Your primary goal with Evil Ryu is to force mistakes from your opponent through your projectiles, anti-airs, and dominant crouching MK poke strings. At close range, use the threat of your throws to land devastating counter-hit combos. Being able to hit-check your combos from any range while optimizing your damage output is vital to winning with Evil Ryu.

Your objective with Evil Ryu is to lure out mistakes from your opponent with his powerful mid-to-long range zoning game and mix-up potential off of hard knockdowns. You can achieve this by:

- At long range, conditioning the opponent into committing to misguided jump-ins and then punishing accordingly
- At mid-range, using your far-reaching crouching MK ▷ ↻ + P strings to apply constant chip damage pressure
- Playing a patient footsie game and punishing whiffed attacks with your highly damaging combos
- Maximizing potential damage; utilizing Evil Ryu's ambiguous cross-up setups off of hard knockdowns

EVIL RYU'S TUNING HISTORY

Super Street Fighter IV Arcade Edition to 2012 Update

CHANGE	EFFECT
Vitality and stun increased from 850 to 900	—
ST. HK hitbox extended	Better anti air
ST. HP knocks down on counter hit and puts opponent in limited juggle state	Allows for new combos near a corner
ST. MK hitbox and forward movement extended	Better far range poke
Senbukyaku can be canceled into airborne Tatsumaki Senpukyaku	Higher damage low crush frame trap
Airborne Tatsumaki Senpukyaku forward trajectory point starts 3 frames earlier during forward jump	Allows for further cross-up potential and longer range engages
MP Shoryuken invincibility improved from frames 1~4 to 1~5	Now invincible through the first active frame of the 2nd hit
LK Ryusokyaku now +1 on block	—
HK Ryusokyaku damage reduced from 140 to 130, stun reduced from 200 to 150, startup reduced from 27 frames to 26	—
EX Ryusokyaku startup reduced from 22 frames to 21, hard knockdown on airborne opponent	Allows Evil Ryu to get a meaty setup off of a juggle hit
Super damage increased to 370 from 350	—
Ultra I charge time reduced	There's now enough time to get max charge Ultra I to hit after a level 2 Focus

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Vitality increased from 900 to 950	—
CR. MK advantage changed from -4 to -3 on block	—
CR. HK startup reduced from 7 frames to 6	—
Target Combo 1 now works from ST. MP as well as close	Gives Evil Ryu a simple knockdown opportunity from further away
Senbukyaku hitbox greatly expanded downward	Can now be used to crush low attacks such as Juri's CR. MK that would safely go under before
HK Ryusokyaku startup reduced from 26 frames to 25	Will now combo off of counter hit CR. HP
LP, MP, HP Shoryuken ▷ FADC is now -5 on block	Now always punishable on block



LONG RANGE

Your overall strategy is to get into your maximum crouching MK range, so use your zoning tools to help you do this. With his low-recovery Hadoken and three-hit Shakunetsu Hadoken, Evil Ryu excels at engaging from long range against most characters. Applying full-screen pressure and tempo control is key to Evil Ryu's success.

Learning and understanding your opponent's tendencies is crucial to zoning, so keep a mental log of how your opponent reacts to your full-screen pressure and use their habits against them. Overly aggressive and impatient players can be easily punished with your Shoryuken or standing HK. Against a cautious enemy who neutral jumps on reaction to your LP Hadoken, use the small window you have during their air time to walk forward and gain ground. Your opponent may choose to Focus absorb your fireball and backdash; react to this with more forward movement or another Hadoken. Corner pressure is just as important as a life lead for Evil Ryu, so any backwards movement you can force from your opponent is a small victory.

One way to gain ground against a zoning character like Evil Ryu is by Focus absorbing the projectile and subsequently dashing forward. An opponent who leans toward this strategy is taking a risk of being dealt extra gray damage. Take advantage of this by closing into range and stuffing their over-extension with your dominating crouching MK and standing MK attacks. This will either hit the opponent while they're walking forward or force them into a defensive position at your desired mid-range. Alternatively, you can mix in MP or HP Shakunetsu Hadoken to counter any Focus absorption strategies.

Against projectile-based characters, don't be afraid to engage in a full-blown projectile war. Evil Ryu has a distinct advantage against most other zoning characters with his two and three-hit Shakunetsu Hadoken. Any long-range single-hit projectile your opponent throws can result in a net advantage for you as opponents are forced to deal with the remaining hits by jumping. This allows you to gain ground into crouching MK range or to gain screen control while dealing chip damage. Patience is usually the determining factor in who ends up winning in these types of match-ups. The first player to get punished for a bad forward jump is usually the one who loses the round. Be patient and keep a good read on your opponent while keeping them at bay.

Some characters have special moves and abilities that directly counter projectiles (like Dudley's Ducking and Chun Li's Hazanshu). Many of these types of moves can be baited out with Hadoken fake-out techniques. For example, using an input of ↓↘ + LK will make it look like you're performing a Hadoken when all you're doing is crouching followed by standing LK. This sequence looks like a precursor to a Hadoken and may trigger your opponent to react with their anti-projectile move, allowing you to punish accordingly. Be careful not to accidentally input a ↓↘ + K motion, as you'll get an unwanted Axe Kick. To be on the safe side, you can use ↑, ST. LK input instead.

While Evil Ryu's projectile game is strong, he does have lower-than-average health. Be careful not to be too predictable with your Hadoken and Shakunetsu Hadoken within jumping distance as you can easily lose half of your health bar from a clean jump-in combo. If you play your long-range game correctly with intelligent use of Hadoken and proper anti-airs, you'll ultimately walk the opponent to the corner where you can employ your overwhelming mid-range game.

MID-RANGE

At mid-range, Evil Ryu becomes a monster. His crouching MK extends further than most other character's crouching attacks while having a unique trait in his CR. MK ▷ ↓↘ + P string: it's a true blockstun combo at max range. This means it can never be answered with a reversal in between the two moves and will always combo on hit. A common strategy against Ryu, Ken, and Akuma is to block the crouching MK, Focus absorb the follow-up Hadoken, then dash forward to punish their Hadoken recovery with a fast move. This is impossible against Evil Ryu. Any time a crouching MK is blocked, the opponent is forced to take 15 points of chip damage. Follow up blocked CR.MK ▷ ↓↘ + P sequences with either another Hadoken or by simply walking forward back into your crouching MK range.

As much of his mid-range strategy revolves around his crouching MK, learning the proper hit-check combos off of a successful CR.MK ▷ ↓↘ + P sequence is very important (See Combo III, Combo VI, and Combo VII).

Even though crouching MK is Evil Ryu's best normal attack, it does have its counters. Its startup is a relatively slow seven frames (compared to the four-frame startup of Ken's crouching MK), so it can be sniffed out and counter-hit in anticipation. To get around this, play a footsie game and instead of being the initiator, try to bait out the counter-hit attempt by stepping slightly backwards out of range, then punish the whiffed attack with a crouching MK combo or with Hadoken.

To mix up your mid-range pokes, you can use standing MK to beat out the opponent's fast low attacks. With its extended hitbox and evasive hurtbox, standing MK is the perfect complementary move for crouching MK. It also sports a long active window, making it a great tool to keep your opponent's forward movements in check.

Alternatively, you can utilize your long-reaching Focus attack to lure out your opponent's anti-crouching MK attacks, rewarding you with a Level 2 Focus Attack crumple combo. The risk to using a Focus Attack bait is that you may end up being forced to backdash out of it, letting the pressure off of your opponent. Use Focus Attacks sparingly and only if you have a good read on how your opponent wants to counter your crouching MK.

Another useful tool in Evil Ryu's mid-range repertoire is his →↘ + MK. It's a low-crushing, airborne hop kick that's -2 on block. This hop kick, like many of his other mid-range moves, is good for beating out fast low attacks. The advantage to using Senbukyaku is its safety in being airborne; in most cases, getting hit out of the air is better than getting hit by a ground combo. Senbukyaku also puts you closer to the opponent, where you can go for a mix-up of throw or HP Shoryuken ▷ FADC. Use this move sparingly though, as being -2 on block will give your opponent the upper hand in tempo.

While you should be concentrating on your mid-range crouching MK and standing MK game, don't forget that you can be vulnerable to jumping attacks. Your opponent may become flustered by the overpowering range of crouching MK and try to circumvent it by jumping in on you. Always be ready to anti-air appropriately. Use deep HP Shoryuken anti-air to deal the most damage or use MP Shoryuken to ensure you beat the jump-in cleanly. You can also Focus Attack dash cancel the first hit of either Shoryuken version, following the juggle with either Ultra for extra damage or with ↓↘ + HK to set up for an ambiguous hard knockdown cross-up attempt. Against closer jump-ins, you can anti-air with either an early LP Shoryuken (into Ultra if necessary) or crouching HP. Evil Ryu's crouching HP is similar to Akuma's; he punches straight up into the air, denying any cross-up jump attempts.

Remember that your strategy's effectiveness is amplified if your opponent's back is against the corner. Without the ability to walk out of your crouching MK range, the enemy is forced to make difficult decisions; either by committing to defensive attacks, which can be whiff-punished, or by jumping out of the corner, which can be punished with anti-airs.

CLOSE RANGE

Evil Ryu's effectiveness at close range isn't as strong as it is at mid-range, but he does have a few tools to open up an overly defensive enemy if you're at a life disadvantage. His weakness at close range lies in the fact that he doesn't have many options when it comes to fast low attacks, so much of his openings will come from throws and frame traps. Combo I can be used as a starting point as an up-close block string to ensure your opponent respects your low attacks, but combos stemming from crouching LK falter in the damage department. Mix it up with kara throws, crouching MP counter-hits (see Combo VIII), and close HP ▷ + P or + MK strings (see Combo II) to get the most out of your close-range offense.

The threat of your forward throw is the potential ambiguous mix-up that follows it. Land a throw and follow up with a cross-up jumping attack or a non-cross-up front dive kick combo (see Throws section) to condition your opponent into using option select throw techs at close range. This will give you a higher chance of connecting with your devastating counter-hit combos.

Ideally, you want to end all of your combos with a hard knockdown; either through a combo ending with Combo IV (character-specific, see Combo IV for the list of characters it works on) or through + HP ▷ FADC forward, + HK at the cost of two stocks of Super Gauge.

With a three-frame crouching LP, a teleport for escape, and a Focus-cancelable Shoryuken, Evil Ryu is more than adequate for playing defense. Against characters without ways to cover long distances quickly, use your punch teleport liberally to avoid frame traps and throws. If you opt to block and tech throws on reaction, you can use a four-frame option select tech input of either CR. LP + LK or CR. LP + LP + MP. The first input will give you a crouching LK which can be chained into LP for a combo, while the second input will produce a crouching MP which can be linked into HP Shoryuken or a crouching MP ▷ + P combo. Otherwise, you can just blow through the enemy's offense with MP Shoryuken ▷ FADC. With practice, it's possible to hit-check and forward dash on reaction to a defensive Shoryuken. One way is to input + MP ▷ FADC and hold. Then, if you confirm the hit, tap and buffer into either Ultra or + HP (you can confirm into + MK if your reactions are insanely quick). If you confirm a block, simply release your Focus and backdash to safety.

HARD KNOCKDOWN SETUPS

The following setups can be used as a guideline for ambiguous mix-ups off of a crouching HK or a combo ender of + HK. Make the jumping attack as vague as possible with proper timing and spacing of your jump. The dive kick option is difficult to block if your jump looks like it's going to cross up. As with all hard knockdown setups, these can be avoided with delayed wakeup.

I. Combo into + LK, CR. HK (see Combo IV), walk forward slightly, jump forward then use one of the follow-ups listed after option II

II. Away from the corner, combo into + HP ▷ FADC forward, + HK, whiff crouching HK, hold then either:

Go for a cross-up MK, CL. HP ▷ + MK hit-check combo
Go for a frontal + MK, CR. LP, CL. HP ▷ + MK hit-check combo

III. Near the corner, combo into + HP ▷ FADC forward, + HK, whiff crouching HK, hold and then HK.

This setup is a "non-cross-up" cross-up. It looks like an obvious cross-up into the corner, but the jumping HK has to be blocked as if it were hitting from the front. It doesn't work on all characters, but does work against: Akuma, C. Viper, Evil Ryu, Gen, Guile, Ken, M. Bison, Makoto, Oni, Poison, Rolento, Ryu, Sakura, Yang, and Yun.

Against characters this setup does not work on, you can go for a more conventional sequence: combo into + HP ▷ FADC forward, + HK, , step forward, jump forward, then either dive kick or cross-up with MK.



Combos



I. CR. LK ▷ CR. LP, then either:

↙ + HP
178 damage, 260 stun
CR. MP then finish with either:
↙ + HP
210 damage, 320 stun
↺ + LK, ↙ + HP
243 damage, 335 stun
↻ + HP
140 damage, 250 stun

This is a standard up-close, low-hitting combo. Use this as a starting point to keep your opponent in check, stopping them from either backdashing or throwing you out of your aggression. Perform the crouching LK with an input of CR. LP + LK to give you some safety against pre-emptive throw attempts. You can also perform the CR. LP portion of the combo with a sequence of CR. LK ▷ CR. LP + HK for an option select crouching HK, catching an opponent attempting to backdash out of the crouching LK portion with a hard knockdown.

This combo can be modified a number of ways. At point-blank range on standing opponents, it's recommended to follow up with crouching MP canceled into LK Hurricane Kick. From further away, and while the opponent is crouching, you'll be forced to link straight into a buffered HP Shoryuken from crouching LP. At max range, use the HP Hadoken follow-up. (EX Hadoken not recommended in most cases because it does not knock down and only adds a tiny bit amount of damage.)

In some instances, especially against certain standing opponents, crouching MP ▷ HP Shoryuken will not combo. Use the other variations in these situations.

II. CL. HP ▷ ↻ + HP ▷ FADC forward, CR. HP ▷ ↻ + MK, CR. MP ▷ ↺ + LK, then either:

↙ + HP
423 damage, 695 stun
↙ + HP ▷ FADC forward, ↻ ↻ + P P P
478 damage, 675 stun

Use this as a frame trap while you're applying a close-range throw-pressure game (for instance, after a blocked crouching LP or jump-in HK). The FADC can be used on hit-check, leading into a combo with massive damage and stun combo, potentially all starting off a counter-hit.

III. CR. MK ▷ ↻ + HP ▷ FADC forward, then either:

CR. MK ▷ ↙ + HP
280 damage, 420 stun
ST. MP ▷ ↺ + LK, ↙ + HP
329 damage, 435 stun
CR. HP ▷ ↻ + MK, CR. MP ▷ ↺ + LK, ↙ + HP
383 damage, 595 stun

Evil Ryu is extremely dangerous at mid-range with two meters thanks to this simple two-hit, hit-checker combo. Use this past your opponent's crouching attack range as a whiff punish or simply as a hit-check for the follow-up FADC combo. If crouching MK into Hadoken is blocked, don't Focus cancel. Against standing opponents, use LK Hurricane Kick ender for optimal damage.

Against closer foes, you can link crouching HP after the FADC to start a powerful MK Axe Kick follow-up. This works against crouching characters as well since CR. HP forces the victim to stand on hit.

If close enough after FADC, CL. HP can be used in place of CR. HP for extra damage and an easier link.

IV. ↺ + LK, CR. HK

This is an important character-specific combo finisher as it causes a hard knockdown. You'll use this in situations where a hard knockdown is more important than up-front damage. For example, if you're at a major life disadvantage and you need to stage a comeback, you'll want to end most combos with crouching HK if possible. This will give you a better chance of opening up the opponent again with Evil Ryu's ambiguous left/right mix-up game on wakeup. Thanks to a change to his crouching HK speed in *Ultra Street Fighter IV*, this combo works on many more characters than in previous versions.

LK Hurricane Kick into sweep works against: Adon, Akuma, Balrog, C. Viper, Cammy, Chun-Li, Cody, Dan, Dee Jay, Dhalsim, E. Honda, Elena, El Fuerte, Fei Long, Gouken, Guile, Guy, Hakan, Oni, Poison, Rose, Sagat, Sakura, Seth, T. Hawk, Vega, and Zangief.

V. Near corner, ↝ + MK ▷ ↺ + K K, ↻ ↻ + P P P

404 damage, 350 stun

Use this combo as an extremely powerful anti-throw-tech frame trap. His "hop kick" has the unique ability to cancel into special versions of his Hurricane Kick, making this combo possible.

VI. CR. MK ▷ ↻ + P P ▷ FADC forward, ↻ ↻ + K K K

516 damage, 200 stun

For the cost of three stocks of meter and a fully loaded Ultra II, you can do 50% of a whole health bar from mid-range against most characters. EX Hadoken allows you enough time on a grounded hit to combo into the full cinematic version of Messatsu Goshoryuken.

VII. CR. MK ▷ ↻ + LK ▷ Lv1 Red Focus crumple ▷ ↷ ↷, CR. MP, CL. HP ▷ ↻ + MK, CR. MP ▷ ↻ + LK, ↯ + HP

389 damage, 638 stun

If you can afford the three bars of meter, this combo is a good alternative to Combo III. The combo will work regardless of the opponent's range and regardless if they're crouching. This is best used as a long-range whiff punish rather than as a hit-check because LK Axe Kick is -7 on block and can be punished by most characters.

VIII. Counter-hit CR. MP, CR. MK ▷ ↻ + HP ▷ FADC forward, then either:

CR. MK ▷ ↯ + HP
321 damage, 485 stun
ST. MP ▷ ↻ + LK, ↯ + HP
361 damage, 505 stun
CR. HP ▷ ↻ + MK, CR. MP ▷ ↻ + LK, ↯ + HP
400 damage, 635 stun

This combo is basically Combo III, except in conjunction with a 4-frame frame-trap/hit-check starter. Alternatively, you can combo a counter-hit crouching MP into crouching HK instead, for a max-range hard knockdown.

If close enough after FADC, CL. HP can be used in place of CR. HP for extra damage and an easier link.

IX. CR. MP, CL. HP ▷ ↻ + MK, CR. MP ▷ ↻ + LK, ↯ + HP ▷ FADC forward, ↻ + HK

410 damage, 615 stun

A sample punish combo showcasing the use of HP Shoryuken into HK Axe Kick for a hard knockdown. For the cost of two stocks of meter, this sequence should be used against opponents on whom LK Hurricane Kick into crouching HK does not work.

X. Max range only, CR. MK ▷ ↻ + LP ▷ FADC forward, ↻ ↻ + K K K

476 damage, 200 stun

This combo only works at max range because there needs to be travel time between the crouching MK hit and the LP Hadoken hit. Otherwise, you won't have enough hit advantage to combo into Ultra II. Hit-checking this can be rather difficult as a blocked Ultra II will be severely punished.

XI. CR. LK ▷ CR. LP, ST. MP ▷ ↻ + LK ▷ FADC forward, CR. LP, CL. HP ▷ ↻ + MK, CR. MP ▷ ↻ + LK, ↯ + HP

332 damage, 550 stun

This is an alternative to Combo I at the cost of two stocks of Super Gauge. This combo showcases a possible FADC follow-up link after LK Axe Kick. The crouching LP after forward dash is a one-frame link.

XII. CR. MK ▷ ↻ + LK ▷ FADC forward, CR. LP, CL. HP ▷ ↻ + MK, CR. MP ▷ ↻ + LK, ↯ + HP

408 damage, 670 stun

If you don't have three stocks of Super Gauge or you're confident in performing the one-frame link after LK Axe Kick ▷ FADC forward, this powerful combo can be used as a whiff punish at max-range.

FEI LONG

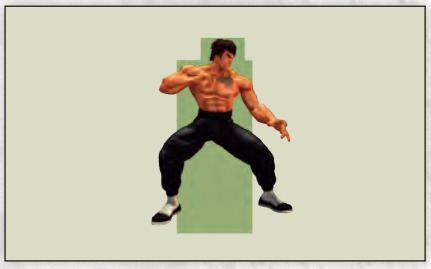


Data

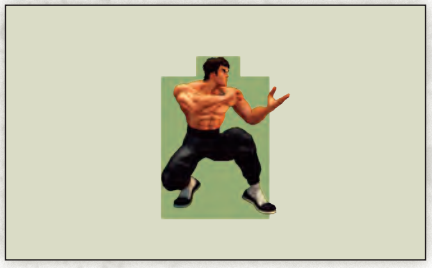
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	1050	A
Forward Walk Distance per Frame	0.045	B
Backward Walk Distance per Frame	0.03	C
Dash Duration in Frames	17 frames	A
Dash Distance	1.15	C+
Backdash Duration in Frames	8 invincible, 13 airborne, 5 grounded (26 total)	B
Backdash Distance	1.25	A-
Pre-jump Frames	4 frames	A
Jump Duration in Frames	36 frames	B
Diagonal Jump Distance	1.866	C+

W Ultra Damage: 60%

Standing



Crouching



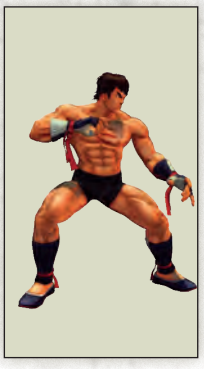
Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	16
ON HIT	+7
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (80)
STUN	200 (120)
STARTUP	4
ACTIVE	5
RECOVERY	25
ON HIT	-7
ON BLOCK	-12
CANCEL	SP, SU

NOTES Forces standing, less damage on active frames 3~5

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	75
STUN	100
STARTUP	4
ACTIVE	2
RECOVERY	18
ON HIT	-3
ON BLOCK	-6
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	24
ON HIT	-5
ON BLOCK	-9
CANCEL	SU

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	18
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	11
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	18
ON HIT	-3
ON BLOCK	-6
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	9
ACTIVE	4
RECOVERY	20
ON HIT	-2
ON BLOCK	-6
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	4
ACTIVE	3
RECOVERY	9
ON HIT	+5
ON BLOCK	+25
CANCEL	SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	20
ON HIT	+0
ON BLOCK	-5
CANCEL	—

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	8
ON HIT	+4
ON BLOCK	+0
CANCEL	SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	13
ON HIT	+0
ON BLOCK	-3
CANCEL	SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	150
STARTUP	6
ACTIVE	2
RECOVERY	25
ON HIT	—
ON BLOCK	-9
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

NORMAL THROWS

Fei Long's forward throw launches the opponent a long distance across the screen. Since Fei Long excels in the corner, this is very useful. You can time a safe jump on the opponent by taking a tiny step forward and then using jump forward HK ; this will beat all 4 or greater frame reversal attempts, allowing you to maintain pressure. Fei Long's back throw flips the opponent over Fei Long's head and spikes them down at his feet. This gives you more than enough time to set up a jumping forward MK to either hit the opponent in the front or the back. You can add distance to your throw by kara canceling the ST. HK . This is done by plinking ST. HK into the throw (ST. HK ~ LP + LK). Be careful not to hold normal when doing this because you will get the → + HK command normal which will not add distance. Keep in mind that you ultimately want to get the enemy in the corner to restrict their movement options and enhance your offensive capabilities, so choose your throws accordingly.



Shushugai

LP + LK

DAMAGE	130
STUN	160
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.889

Tenshou Tousaikyaku

← + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.889

FOCUS ATTACKS

Fei Long leans back slightly and hits the opponent with a backfist. This is one of the best focus attacks in the game due to its massive horizontal range. Use the Focus Attack to not only dissuade an opponent from errantly throwing out long-range pokes but also as a tool to get into an ideal range where Fei Long can leverage his great normals. Fortunately, even the level 1 Focus Attack is safe on hit and block, so making any contact is a victory. Fei Long can FADC his Shienkyaku and then juggle with a Rekkukyaku into Ultra Combo I (see Combo IV).

Fei Long's Red Focus Attack also grants additional damaging combos. Typically, you will be looking to Red Focus cancel from your CL. HP . CL. HP can now be linked off of the Cr. LK, so that gives you a viable heavy damaging combo off of a low attack. By using Red Focus, you can also combo into your Ultra Combo I for the full cinematic (see Combo VIII).

Red Focus can also be used defensively to punish obvious normals canceled into non-focus breaking special moves such as Ryu's crouching MK ▷ ↻ + P P .



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-1)
ON BLOCK	-21 (-1)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+5)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-1)
ON BLOCK	-21 (-1)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	LH
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+5)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Chokkarakusho: Fei Long hops in the air and lands with an ax kick that must be blocked high. Chokkarakusho is a decent pressure tool; it has fast startup and goes over some lows. Be careful not to get too predictable since Chokkarakusho is punishable on block at -4.

Engekishu: Fei Long kicks the opponent twice. In *Ultra Street Fighter IV*, the push back of Engekishu on hit has been reduced so you can link a CR. LP afterwards (see Combo V). Combos starting with Engekishu are best used after a Focus Attack crumple since the startup is pretty long.

Chokkarakusho ↻ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	2+14 ON GROUND
ON HIT	+1
ON BLOCK	-4
CANCEL	–

NOTES 6~11 airborne, -1 on hit against crouching opponent

Engekishu ↻ + HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 50
STUN	150, 200
STARTUP	15
ACTIVE	2 (7) 2
RECOVERY	15
ON HIT	+3
ON BLOCK	-1
CANCEL	SU

NOTES Only super cancelable on 2nd hit

SPECIAL MOVES



LP Rekkaken, 1st hit ↻ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	7
ACTIVE	2
RECOVERY	21
ON HIT	-1
ON BLOCK	-5
CANCEL	REKKAKEN 2ND

NOTES Cancelable until recovery frame 20

MP Rekkaken, 1st hit ↻ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	55
STUN	50
STARTUP	9
ACTIVE	2
RECOVERY	24
ON HIT	-3
ON BLOCK	-7
CANCEL	REKKAKEN 2ND

NOTES Cancelable until recovery frame 23

HP Rekkaken, 1st hit ↻ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	10
ACTIVE	2
RECOVERY	26
ON HIT	-5
ON BLOCK	-9
CANCEL	REKKAKEN 2ND

NOTES Cancelable until recovery frame 25

Rekkaken: Fei Long's signature 3-hitting punch series. You can choose to do 1, 2, or 3 Rekkakens and can do a different version for each punch. The LP Rekkaken travels the shortest distance and does the least damage, but it's only -5 on block, which can make it difficult for some opponents to punish if spaced properly. The MP Rekkaken moves slightly farther, does slightly more damage, and is more unsafe. The HP Rekkaken travels the longest distance, does the most damage, but has a slightly slower startup and is very unsafe. If the initial Rekkaken is blocked, this is not a favorable situation; however, you do have the option of doing the 2nd or 3rd Rekkaken punches at variable timings to try to catch an opponent trying to punish the initial Rekkaken. If the opponent respects this option, you will sometimes go unpunished on the initial Rekkaken because the opponent is scared of the follow-up Rekkakens.

EX Rekkaken, 1st hit ↻ + P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	50
STARTUP	7
ACTIVE	2
RECOVERY	25
ON HIT	+2
ON BLOCK	+0
CANCEL	REKKAKEN 2ND

NOTES Projectile attack, cancelable until recovery frame 24

LP Rekkaken, 2nd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	24
ON HIT	-4
ON BLOCK	-8
CANCEL	REKKAKEN 3RD

NOTES Cancelable until recovery frame 31

MP Rekkaken, 2nd hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	55
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	25
ON HIT	-6
ON BLOCK	-10
CANCEL	REKKAKEN 3RD

NOTES Cancelable until recovery frame 32

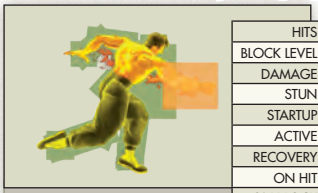
HP Rekkaken, 2nd hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	27
ON HIT	-8
ON BLOCK	-12
CANCEL	REKKAKEN 3RD

NOTES Cancelable until recovery frame 34



EX Rekkaken, 2nd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	27
ON HIT	+0
ON BLOCK	-1
CANCEL	REKKAKEN 3RD

NOTES Projectile attack, cancelable until recovery frame 34

The Rekkakens' optimal uses are in combos and as whiff punishment. In either of these cases, you should use the HP Rekkakens if you know they will hit, since the HP version does the most damage and pushes the opponent the longest distance towards the corner. Should you make contact with a Rekkaken as a poke, always finish with HP Rekkaken for the 2nd and 3rd hits. A variety of combos ending in Rekkaken can be found in the combo section. The LP Rekkaken is also a powerful poking tool should you space it to hit with the tip of Fei Long's fist.

LP Rekkaken, 3rd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	7
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-19
CANCEL	–

NOTES Soft knockdown

MP Rekkaken, 3rd hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	9
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-19
CANCEL	–

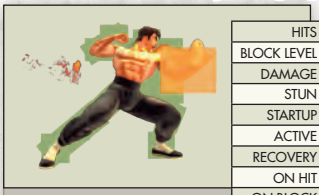
NOTES Soft knockdown

HP Rekkaken, 3rd hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	9
ACTIVE	2
RECOVERY	40
ON HIT	–
ON BLOCK	-23
CANCEL	–

NOTES Soft knockdown

EX Rekkaken, 3rd hit



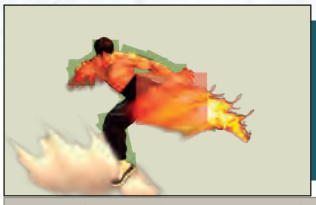
HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	9
ACTIVE	2
RECOVERY	40
ON HIT	–
ON BLOCK	-23
CANCEL	–

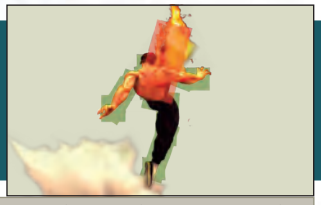
NOTES Soft knockdown, projectile attack

The EX version of Rekkaken is unique because the 1st and 2nd hits are safe, so you can throw these out to safely control a different area of space, and also to advance on the opponent and maintain offensive pressure. Another quirk of the EX Rekkaken is that it is counted as a projectile attack, so it can negate fireballs; however, this is unreliable to do in a situation where you can actually hit the opponent. This also means that moves with projectile invincibility, such as Vega's EX Rolling Crystal Flash, will go through EX Rekkaken. Be wary of opponents trying to bait all versions of Rekkaken with either a Focus Attack or a neutral jump.



LK Shienkyaku ↷ + LK





HITS	1
BLOCK LEVEL	HL
DAMAGE	110 (70)
STUN	200 (100)
STARTUP	5
ACTIVE	12
RECOVERY	16+22 ON GROUND
ON HIT	–
ON BLOCK	-34
CANCEL	SU

NOTES 1~4f invincible, 6f throw invincible, 7~32f airborne, active frames 3~12f deal lower damage, soft knockdown, puts opponent in limited juggle state

MK Shienkyaku ↷ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (90)
STUN	200 (100)
STARTUP	5
ACTIVE	12
RECOVERY	20+22 ON GROUND
ON HIT	–
ON BLOCK	38
CANCEL	SU

NOTES 1~5f invincible, 6f throw invincible, 7~36f airborne, active frames 3~12f deal lower damage, soft knockdown, puts opponent in limited juggle state

HK Shienkyaku ↷ + HK

HITS	2
BLOCK LEVEL	HL
DAMAGE	100, 50
STUN	100, 100
STARTUP	5
ACTIVE	2, 10
RECOVERY	24+22 ON GROUND
ON HIT	–
ON BLOCK	-42
CANCEL	SU

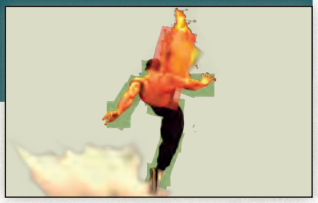
NOTES 1~5f invincible, 6f throw invincible, 7~40f airborne, active frames 3~12f deal lower damage, soft knockdown, puts opponent in limited juggle state, 2nd hit juggle potential 1

EX Shienkyaku ↷ + K K

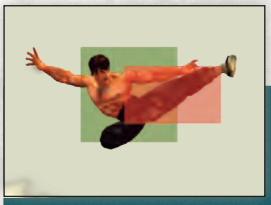
HITS	3
BLOCK LEVEL	HL
DAMAGE	100, 50, 40
STUN	100, 50, 50
STARTUP	5
ACTIVE	2, 8, 11
RECOVERY	18+22 ON GROUND
ON HIT	–
ON BLOCK	-38
CANCEL	SU

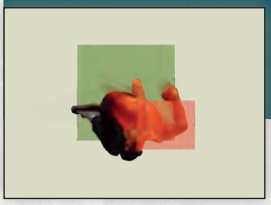
NOTES 1~6f invincible, 7~43f airborne, active frames 3~12f deal lower damage, soft knockdown, puts opponent in limited juggle state, 2nd hit juggle potential 2, 3rd hit juggle potential 3

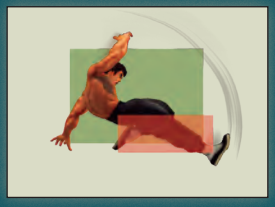




Shienkyaku: Fei Long spins upwards with a flaming kick. Shienkyaku is an excellent anti-air. All versions of Shienkyaku can FADC on block. The LK Shienkyaku is the only version of the move in which the invincibility does not last until the move becomes active. The HK Shienkyaku counts for 2 hits and does the most damage of all the normal versions; however, since the damage is split across the 2 hits, use the MK Shienkyaku for FADC combos such as Combo IV since it does the most damage off of the first hit. The MK Shienkyaku is also a more reliable anti-air than HK Shienkyaku because both HK Shienkyaku hits don't always connect in an anti-air situation. EX Shienkyaku has an extra frame of invincibility, and it's also Fei Long's most damaging combo ender should you need a little extra damage to close out a round. If you are holding back and the opponent jumps over you, a useful shortcut to get a Shienkyaku in the opposite direction is to simply roll the stick to ↶ and press kick after the opponent passes over you.







LK Rekkukyaku ↶ ↑ ↶ ↷ ↷ + LK

HITS	3
BLOCK LEVEL	HL
DAMAGE	30, 30, 40
STUN	50, 50, 50
STARTUP	14
ACTIVE	2 (5) 4 (6) 2
RECOVERY	5+16 ON GROUND
ON HIT	+0
ON BLOCK	-4
CANCEL	–

NOTES 1st hit armor break, 9~37f airborne, 1~8f invincible, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3

MK Rekkukyaku ↶ ↑ ↶ ↷ ↷ + MK

HITS	3
BLOCK LEVEL	HL
DAMAGE	30, 30, 50
STUN	50, 50, 50
STARTUP	16
ACTIVE	2 (5) 4 (6) 2
RECOVERY	5+16 ON GROUND
ON HIT	+2
ON BLOCK	-2
CANCEL	–

NOTES 1st hit armor break, 9~39f airborne, 1~8 invincible, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3

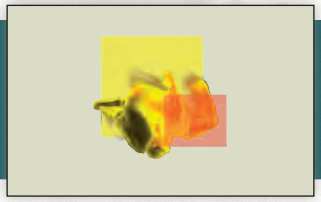
HK Rekkukyaku ↶ ↑ ↶ ↷ ↷ + HK

HITS	3
BLOCK LEVEL	HL
DAMAGE	35, 35, 30
STUN	50, 50, 50
STARTUP	18
ACTIVE	2 (5) 4 (6) 2
RECOVERY	4+13 ON GROUND
ON HIT	+4
ON BLOCK	+0
CANCEL	–

NOTES 1st hit armor break, 13~40f airborne, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3

Rekkukyaku: Fei Long leaps forward in the air and performs a multi-hitting flip kick which travels a long horizontal distance. Often referred to as "The Chicken Wing," this is Fei Long's only Focus-breaking normal move. LK Rekkukyaku travels the least distance, has the fastest startup, but is unsafe. MK Rekkukyaku travels farther than the LK Rekkukyaku and is slightly slower, but is safe on block to anyone without a 2-frame punish, such as Zangief or T.Hawk. Both the LK and MK Rekkukyaku have invincibility until they are airborne; however, once Rekkukyaku is airborne, the opponent can hit you out of it. The HK Rekkukyaku travels the greatest distance, has no invincibility, but is safe on block and +4 frames on hit, allowing you to link a CI. HP (see Combo VII). The EX version of Rekkukyaku maintains the invincibility of the LK and MK versions, but is safe and able to convert into a combo like the HK version. Because of its special properties, EX Rekkukyaku is a good answer for moving through fireballs and beating obvious throw attempts for big damage.







EX Rekkukyaku ↶ ↑ ↶ ↷ ↷ + K K

HITS	3
BLOCK LEVEL	HL
DAMAGE	30, 30, 40
STUN	50, 50, 50
STARTUP	18
ACTIVE	2 (5) 4 (6) 2
RECOVERY	4+13 ON GROUND
ON HIT	+4
ON BLOCK	+0
CANCEL	–

NOTES 1~12f invincible, 13~36f projectile invincible, 1st hit armor break, 9~40f airborne, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3

Tenshin: Fei-Long hooks the opponent's leg with his and gingerly flips over their back. All versions of Tenshin leave you at +7, which affords you the combo opportunities in Combo III. The EX version starts up faster than the normal version and has more range. All versions of Tenshin have a relatively slow startup for a command grab, so look for opportunities where the opponent is less inclined to hit buttons. You can create such hesitation if the opponent is prone to block, such as on their wakeup if you threaten with meaty attacks or Shienkyaku. By walking forward and liberally doing normals that leave you at plus frames (like CL.MP), you can also slip in a Tenshin for big damage. You can add distance to Tenshin by kara-canceling it from a HP Rekkaken. To perform this, you must input ← ↓ and then plink HP with the Tenshin input. The kara-Tenshin is very difficult and must be done extremely fast.

Tenshin ← ↓ + K



HITS	1
BLOCK LEVEL	–
DAMAGE	1
STUN	0
STARTUP	14
ACTIVE	2
RECOVERY	51
ON HIT	+7
ON BLOCK	–
CANCEL	–

NOTES Forces standing, range 0.922

EX Tenshin ← ↓ + K K



HITS	1
BLOCK LEVEL	–
DAMAGE	1
STUN	0
STARTUP	10
ACTIVE	11
RECOVERY	51
ON HIT	+7
ON BLOCK	–
CANCEL	–

NOTES Forces standing, range 1.248



SUPER & ULTRA COMBOS

Rekka Shin Ken ↓ ↓ + P



HITS	5
BLOCK LEVEL	HL
DAMAGE	50, 50, 50, 50, 170
STUN	–
STARTUP	1+5
ACTIVE	2 (10) 2 (12) 2 (11) 2 (20) 2
RECOVERY	57
ON HIT	–
ON BLOCK	-38

NOTES 1~7 invincible, hard knockdown, 1st hit full juggle potential and causes free juggle state

Rekkashingeki ↓ ↓ + P P P



HITS	5
BLOCK LEVEL	HL
DAMAGE	60X4, 165 (375)
STUN	–
STARTUP	0+10
ACTIVE	2 (11) 2 (12) 2 (10) 2 (21) 2
RECOVERY	57
ON HIT	–
ON BLOCK	-33

NOTES 1~11f invincible, hard knockdown, cinematic plays if 2nd or 4th attack connects, 1st, 3rd, and 5th hit have full juggle potential

Gekirinken ↓ ↓ + K K K



HITS	11
BLOCK LEVEL	–
DAMAGE	470
STUN	–
STARTUP	0+1
ACTIVE	35
RECOVERY	61
ON HIT	–
ON BLOCK	–

NOTES Hard knockdown, counter attack, loses to armor break attacks

Super Combo: Rekka Shin Ken: Fei Long rushes forward with an extended 5-hitting Rekkaken-like series. This is a very versatile Super Combo that can be used as a good whiff punisher and can be comboed into off of a variety of Fei Long's normal attacks (see the Combo section for details). The invincibility lasts for 7 frames and the startup is very fast, so you can use Rekka Shin Ken to travel through fireballs, and also punish unsafe moves that are at least -5 frames (like Akuma's sweep).

UCI: Rekkashingeki: Fei Long unleashes a series of quick punches, launching the opponent into the air before finishing them with a flying kick. Rekkashingeki can also be used in juggles, which results in a non-cinematic version where the 1st, 3rd, and 5th hits connect. The cinematic version of Ultra Combo I is hard to land outside of reacting to an unsafe move on the opponent's part, but due to Fei Long's excellent Focus Attack, you should look for an opportunity to land this after a crumple stun. The cinematic Ultra can also be landed after a Red Focus cancel (as seen in Combo VIII). The non-cinematic version of Rekkashingeki can be used to juggle an opponent for 3 hits and is typically used after a → ↓ ↘ + MK FADC combo such as Combo IV, but look for other unconventional opportunities to juggle into this, such as a Rekkaken that hits an airborne opponent in the corner.

UCII: Gekirinken: Fei Long poses, and taunts his opponent. Should the opponent strike Fei Long, he will kick the opponent in the leg, unleash a flurry of punches, and finish the opponent with a "one-inch punch" that sends them flying. Gekirinken will counter any move that doesn't break armor normally. Given the fast startup of this Ultra, you can react to a myriad of things, such as jump-ins and rushing moves, like Balrog's dash punches or Cammy's Spiral Arrow. Gekirinken really shines at dissuading ambiguous mix-ups on your wakeup, so it can be a good pick against characters with a dive kick. Be careful of an opponent simply empty jumping or whiffing a dive kick to bait the Gekirinken.

Recommended Ultra Choice: Ultra 1

As a Fei Long player, you should value any opportunity to get big damage, and Rekkashingeki is one of the primary ways you can deal burst damage. One typical way players land Ultra I is to utilize Fei Long's great Focus Attack to crumple the opponent and then hit them with Rekkashingeki. In previous versions, this was one of the only ways to reliably utilize Rekkashingeki for sizeable damage. Fortunately, in *Ultra Street Fighter IV*, 3 hits of the Rekkashingeki hit reliably, so now there are multiple situations where Rekkashingeki can seriously swing the outcome of a match. Gekirinken is an interesting Ultra; however, it can be easily baited or played around by many opposing characters. With the delayed wakeup function, you can also be a little less scared of the ambiguous dive kick pressure that Gekirinken dissuades. The damage penalty on Double Ultra makes it a less attractive choice as well, since Fei Long isn't afforded many opportunities for huge damage without a full heavy hitting Ultra Combo. If you are facing an opponent whose dive kick pressure is particularly scary, like a very good Yun, then Gekirinken deserves some consideration.

Overview

PROS:

- Exemplary ground game and whiff punishment tools
- Can push an opponent into the corner quickly, and is granted heavy advantages for having the opponent in the corner
- Very long-reaching Focus Attack
- Strong invincible reversal and anti-air through the Shienkyaku

CONS:

- Can have difficulty dealing high burst damage
- Struggles against characters that can keep him at mid-range, or reliably punish Rekkaken
- Can have trouble dealing with Focus Attacks

Fei Long is a character who excels largely in part due to his mid-range tools. LP Rekkaken lets you control a large amount of space in front of Fei Long, and when coupled with other mid-range normals, you can essentially create a wall of pressure that can be hard for many characters to negotiate. By moving forward on the ground, an enemy can be pressured into falling back, and should you hit with a combo leading to HP Rekkakens, they will be pushed back nearly half a screen. Once the opponent is in the corner, they have limited movement options, and thus you can space your normals with ease. The Shienkyaku is a great anti-air that should be used to keep your opponent from circumventing the ground game or trying to jump out of the corner.

Your objective is to leverage Fei Long's great mid-range tools to push the opponent in the corner and dominate them, you achieve this by:

- Ending combos with HP Rekkakens to push the opponent to the corner
- Moving forward with your great mid-range normal pokes and LP Rekkaken pokes to control vast space on the ground
- Being on point with your Shienkyaku anti-airs to prevent the opponent from circumventing the ground game, and from jumping out of the corner

FEI LONG'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
CR. LP and CR. LK damage reduced from 30 to 20	As these two moves are chained several times in bread-and-butter combos this is a relatively steep damage reduction
Tenshin recovery reduced from 66 to 51	Can no longer be punished with level 3 Focus on whiff
EX Tenshin recovery reduced from 64 to 51	—
Super damage lowered from 400 to 370	—
Ultra I damage reduced from 495 to 405	—

Super Street Fighter IV* to *Super Street Fighter IV Arcade Edition

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
Both close and ST. LP advantage on hit changed from +5 to +6	Allows for easier and for additional link combos
CL. MK startup reduced from 5 to 4	—
EX Rekkaken 1st hit advantage increased from -4 to +2, blocked advantage changed from -8 to 0	Much safer on hit and block
EX Rekkaken 1st hit advantage increased from -6 to 0, blocked advantage changed from -10 to -1	Much safer on hit and block
HK Flying Kick invincibility removed	Can no longer be used as a reversal, to beat throw attempts, must be done early to use as a low crush

Arcade Edition to 2012 Update

CHANGE	EFFECT
CR. MP damage reduced from 65 to 55	—
→ + MK damage increased from 60 to 70	—
→ + HK damaged reduced from 90, 60 to 80, 50	—
LP Rekkaken 2nd reduced blockstun from -8 to -10	Harder to frame trap between 2nd and 3rd Rekkaken
MP Rekkaken 2nd reduced blockstun from -10 to -12	Harder to frame trap between 2nd and 3rd Rekkaken
HP Rekkaken 2nd reduced blockstun from -12 to -14	Harder to frame trap between 2nd and 3rd Rekkaken
HK Flying Kick damage reduced and redistributed from 40, 40, 60 to 35, 35, 30	—
LK Shienkyaku damage reduced from 120 to 110	—
MK Shienkyaku damage reduced from 140 to 120	—
HK Shienkyaku damage reduced from 100, 60 to 100, 50	—
EX Shienkyaku damage reduced from 100, 50, 50 to 100, 50, 40	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Danger Proximity on CL. HP extended	—
CR. LK startup increased from 3 frames to 4, can no longer be chain canceled into another CR. LK, frame advantage increased from +3 to +4	It is much safer for opponents to hold up or backdash during Fei Long pressure strings as they no longer have to be crouch blocking during Fei Long's chain pressure
CR. MP damage increased from 55 to 65	Reverted change from 2012
⇨ + HK has less pushback on hit	—
LP Rekkaken forward movement distance reduced	Fei's fastest Rekka no longer travels as far or as fast, makes some punishes impossible
LP, MP, HP Rekkaken 1st hit all have 1 additional recovery frame	Less safe on hit and on block, easier to whiff punish
LP, MP, HP Rekkaken 2nd hit hitstun reduced by 2 frames	Fei is given less time to hit confirm the 2nd hit of Rekkaken
Shienkyaku no longer activates with ⇦ ⇨⇦ + K input	—
All versions of Tenshin now do 1 damage	Tenshin now counts as a move for damage scaling as both a combo starter or after a Focus crumple
EX Tenshin startup reduced from 12 frames to 10	Now too fast to grab opponent when canceled off of LP
Ultra I non-cinematic 3rd hit floats opponent higher	5th hit more likely to connect when used on an airborne opponent
MK Flying Kick hitbox expanded	Now hits all opponents after Shienkyaku FADC
Focus Attack Hitbox reduced to palm area	Less range on Focus Attack



LONG RANGE

From long range, you have the most limited tool set. Given that your mid-range game is so strong, the sole purpose for long range should be to approach mid-range. Even if you have a life lead or are trying to stay away from an opponent (such as a grappler-type character), you want to be in a range where you can capitalize on mistakes. If you are too far away to whiff punish with HP Rekkaken, or to anti-air a jump in, your opponent can simply advance in on you for free, which is bad because your ultimate goal is to push them to the corner.

If you're mindful of this core plan, then the primary situation you are going to find yourself in at full screen is against an opponent that is more zoning based who is trying to keep you from advancing. The primary ways to negotiate through projectiles are to jump over fireballs, Focus absorb the projectile hit, and then dash forward, or to use your Rekkukyaku to pass through the projectiles. When looking to jump a projectile, neutral jumping is often the safest option because it is typically hard for an opponent to anti-air unless they are walking behind the fireball. Neutral jumping also robs the opponent of the chip and meter gained from you blocking a fireball. If the opponent is simply throwing fireballs from full screen, outside of the range they can anti-air, you should forward jump because it covers distance and you can't be punished (these are ineffective projectiles on your opponent's part). A riskier answer is to jump forward in anticipation if your opponent is throwing projectiles in a predictable rhythm. You could be anti-aired; however, the payoff is a jump combo into HP Rekkakens, so it can be worth it if you have a strong read.

Focus absorbing a projectile and then dashing forward is another efficient way to get in due to Fei Long's fast forward dash. Look to Focus Attack and dash in at points where the opponent can't punish the recovery of the dash (for example, this is a bad idea if they have time to walk in behind their projectile). Be wary of the gray life you lose through this tactic, and mix in neutral jumps to stay unpredictable.

Using Rekkukyaku to pass through projectiles is extremely effective as well. Rekkukyaku is ideal when you can time it to hit the opponent before they can recover from throwing the projectile. If the opponent has an invincible reversal, this timing window is tight, but against a character with a lack of invincible reversals, like Chun-Li, simply getting them to block the Rekkukyaku is sufficient. EX Rekkukyaku is best here since it has long invincibility, is safe, and can also convert into a CL. HP (see Combo VII). Simply walking forward and blocking is also a good method to get in. In order to stop this, your opponent will have to throw a lot of fireballs, and once you get a feel for that timing, you can get big damage from a forward jump or an EX Rekkukyaku. Overall, you shouldn't have too much trouble getting in if you mix up your method of approach.

MID-RANGE

Mid-range is where you have access to some of Fei Long's more threatening tools, the pivotal one being the Rekkaken. Rekkaken is simultaneously a poking tool in the form of tip-range LP Rekkaken and EX Rekkaken, a whiff punishment tool, and a combo tool off many of your normals. Poking with LP Rekkaken is the initial threat your opponent must negotiate, and by spacing this so just the tip hits, you can be at a distance afterwards that is safe to most opponents' potential punishes. If you are fast, you can confirm the hit into two addition HP Rekkakens to land respectable damage for a poke, and equally important, push your opponent into the corner. An opponent will try to solve for LP Rekkaken by Focus Attack absorbing it, neutral jumping preemptively, moving to make it unsafe, or trying to stuff it with their own attack.

For an opponent to successfully absorb the Rekka hit and land a crumple, they will need to do it preemptively as a guess, since if they try to react to the Rekkaken, they will not have enough time to release the Focus Attack before a second Rekkaken. Given that this is done in anticipation, if you do not Rekkaken, the opponent will have to dash out of the Focus Attack. If the opponent dashes forward, you can simply punish with whatever you want that hits that range. If the opponent dashes backwards, you can simply walk forward and you have succeeded in moving them closer to the corner (with little effort on your part!). If they choose to hold the Focus Attack longer, or are within a slightly closer range, you can walk forward if need be and use CR. LP ▷ ⟲ + LP to do two fast hits and beat the focus.

If an opponent preemptively neutral jumps your Rekkaken, you can react with an air-to-air jump forward HK. If you are at a closer range, or happen to be walking forward, you can try to get into range to hit them with a MK Shienkyaku, potentially into Combo IV. Your opponent may also try to move backward in order to make your Rekkaken whiff. This is simply something you need to look out for, since this can't be punished by Fei Long, but it does afford you the opportunity to walk forward. And as you might have guessed, this is great because your opponent is getting closer to the corner! If an opponent walks into range where they can punish your Rekkaken, you can stick out your long-reaching CR. HP to hit them as they walk forward.

If any opponent tries to use their own normals to beat the Rekkakens before they become active, this opens up the opportunity for you to punish the opponent harder because they are committing to a button preemptively. One answer here is your Focus Attack, particularly if the opponent is using a longer recovery non-cancelable normal like Vega's ST. MK or Cammy's ST. HK. Hitting a Focus attack is one of the best things you can hope for because it's rare that Fei Long gets heavy damage at mid-range, and you can use any combo ender in the combo section (depending on your priorities at that time in the match). Also, if your back is to the corner, you can Tenshin to switch sides at the cost of a slight damage scaling penalty.

Other than Focus absorbing a normal, you can also move backwards so the opponent's normal whiffs. The ideal whiff punishment option here depends on the distance and the normal the opponent throws out, but options for you are CR. HK, CR. HP, and Rekkaken (or a Super/Ultra combo if you have it). If you feel confident that you can whiff punish with HP Rekkaken, it is optimal to do so; however, if the window is more tight, you may opt to start with a LP Rekkaken and then do HP for the 2nd and 3rd hits.

With all the aforementioned options, it is very possible your opponent is hesitant to hit buttons at all, and at this point, you can advance forward beyond your LP Rekkaken range and apply pressure with CR. MP. If the opponent simply blocks, this is great since you are pushing them back and gaining ground. A key part of the ground game is seeing how far you can walk forward before your opponent presses buttons and then timing your moves to beat that. Should you confirm a counter hit CR. MP, you can link into LP Rekkaken, or if you are close enough, a non-counter hit CR. MP, CR. LP ▷ HP Rekkakens. If you have a Super Combo stocked, you can also threaten with the possibility of Combo VI. An opponent will attempt to deal with CR. MP in similar ways they would a LP Rekkaken poke, so pay attention to what solution they are trying to implement and counter them accordingly. Furthermore, if you advance in a little past CR. MP, you now have a low starter in the form or CR. LK (see Combo I), which opens up opportunities to pepper in your ↷ + MK attack.

Understandably, an opponent is going to be very focused on the ground game against Fei Long, so try to note movements the opponent is too focused on whiff punishing and sneak in a jump forward sparingly. If you are at the range where jumping forward MK can cross-up, this is a great option; otherwise, any of Fei Long's heavy attacks net the most damage.

While Fei Long's capabilities on the ground are indeed awe inducing, they fail to matter at all if you let your opponent jump in and bypass them entirely! Fortunately, Shienkyaku is an excellent anti-air, so try to pick out moments where your opponent is likely to jump and prioritize reacting with an anti-air. Common moments the opponent might try to jump are when you are likely to stick out a normal or Rekkaken, or when you yourself are too focused on whiff punishment and what the opponent is doing. If the opponent is jumping at an odd angle that would land behind you, you can always choose to walk forward under them and Shienkyaku them from the other side. This is particularly useful if you want to switch sides for better positioning.

CLOSE RANGE

You are capable of dealing the most damage at close range. Your primary up-close pressure tools are CR. LK, CR. MP, CL. MP, throw, and Tenshin. If your opponent is likely to just sit back and block, you should prioritize throwing them and reaping the rewards of the setups and situations described in the Throw section. In trying to deal with you throwing them, the opponent will likely stick out normals to stop you from getting into throw range, or they will try to tech your throw. Fei Long's untechable throw option is Tenshin, and it's best used in moments of hesitation from the opponent. Popular ways to land Tenshin are off of a jab or short, on the opponent's wakeup, or right after a jump attack when they are expecting they need to block; basically, whenever you are at frame advantage, you should pay attention to see if your opponent is inclined to be passive, then nail them with a Tenshin into Combo III.

Once an opponent is worried about the throw, you will be able to hit the opponent with more CR. LK and CR. MP openers into the corresponding combo options in Combo I. If an opponent techs at up-close distances, you can attempt to frame trap them with CL. MP. Should the opponent block, you are at +3 frames, so you can walk forward and throw again or go for another frame trap. Should CL. MP connect, you are +7 frames, so you can combo into sweep or into Rekkakens (see Combo II). Frame trapping an opponent in this way requires accurate timing, but there are other options at your disposal should you not have an accurate read. While it seems counterintuitive to the Fei Long game plan, you can back up slightly when you are next to the opponent. This allows you to block reversal attempts done by the opponent to get you off of them, and also causes their throw tech attempts to whiff, so you can punish them with a sweep or CR. LP ▷ ↻ + HP ▷ ↻ + HP ▷ ↻ + HP. If the opponent is in the corner, you should feel more comfortable walking back at times. Since your opponent is not afforded the luxury of unfettered movement when they are cornered, your whiff punish and spacing game will be hard to overcome and pretty much every strategy discussed in the mid-range section will be at amplified power. Be extremely focused on anti-airing the opponent once you get them in the corner because their plan will be to get out of there at all costs. If you let them jump out, not only have you given up the most advantageous situation, but now you are in the corner and at a disadvantage. MK Shienkyaku should be used to anti-air for the most part; however, if the opponent is jumping over you at a tricky angle, jump back HK is also very good.

Offensive Shienkyakus are also a possibility, and they will catch pretty much anything an opponent does (outside of some backdashes). Using Shienkyaku in such a way is best when you have 2 bars of Super meter to FADC it, and even better when you can convert into Ultra Combo I (see Combo IV for details). In *Ultra Street Fighter*, Shienkyaku FADC forward on block is unsafe; however, Fei Long has the ability to use the safer backdash cancel and still combo into Rekkukyaku Ultra I, or raw Ultra I in the corner.

If the opponent is prone to backdash defensively, you can guess this and punish them with Rekkakens. On the opponent's wakeup, you can option select CR. HP with your CR. LP. The input for this would be CR. LP ▷ CR. LP + HP. If the opponent does not backdash, you will simply get two CR. LP since they can chain; however, if the opponent backdashes, the initial CR. LP will whiff, thus chaining would be impossible, so the higher strength button, CR. HP, will take priority and snag the backdash. Against characters with a shorter backdash, you should use CR. HK instead since the reward is higher. Focus backdashing will circumvent this tactic, but if an opponent does this, they are throwable in the initial frames before the backdash comes out. In the corner, the opponent is unable to backdash effectively since they cannot move backwards, so if you don't have enough reasons already, get the opponent in the corner and keep them there!

If you are facing a threatening character and are on the defensive, get the opponent to respect your Shienkyaku and backdash. Once an opponent is prone to inaction in order to react to these two options, you can sneak in throws on defense or get them to block a normal and regain momentum. You can also crouch tech at variable timings, which will break throws, and should a throw attempt not come, result in a CR. LK, which can lead into Combo I. To beat a crouch tech, especially one done at the latest possible timing, an opponent will have to put even more gaps in their attack strings, which lets you turn the tables more effectively. Against a character with a dive kick, you should prioritize moments to look for it, and punish with a Shienkyaku, or should the opponent land in front of you, HP Rekkakens as they land. If the dive kicks are very low to the ground, you can crouch tech with CR. MP to force the opponent to jump at a greater height, which is easy for you to react to with a Shienkyaku.





Combos

I. CR. LK and then combo into either:

CR. MP, CR. LP ▷ ↻ + HP ▷ ↻ + HP ▷ ↻ + HP
209 damage, 280 stun
CR. LK, CL. HP ▷ ↻ + HP ▷ ↻ + HP ▷ ↻ + HP
228 damage, 350 stun

The first combo option is Fei Long's bread-and-butter should you land a CR. LK, and it works reliably across the cast. The second combo ender takes advantage of Fei Long's newly extended CL. HP and works on everyone except for Balrog, Blanka, Guile, Hakan, Hugo, Rolento, Rufus, Zangief, and T.Hawk. Look to land this when you are pressuring with CR. LK, or if you happen to land a crouch tech (CR. LK + CR. LP). With Fei Long, many combinations of combo starters exist; the key is just link the last CR. LP and cancel into Rekkaken. Examples of alternative combos would be CR. LP, CR. LK, CR. LP ▷ Rekkaken.

II. CL. MP and then combo into either:

CR. LP ▷ ↻ + HP ▷ ↻ + HP ▷ ↻ + HP
211 damage, 255 stun
CR. HK
170 damage, 250 stun

Fei Long's standard combo options should you connect with a CL. MP. Typically, look to land a CL. MP when walking forward to frame trap your opponent. It is an excellent frame trap tool because it is +7 frames on hit and +3 frames on block. If you want to land damage or push the opponent to the corner, the Rekkaken ender is ideal; however, if you want to opt for an untechable knockdown to time an ambiguous jumping MK and continue pressure, comboing into CR. HK is an option.

III. ↻ + K and then combo either:

CL. HP ▷ ↻ + K K
253 damage, 360 stun
CL. HK ▷ ↻ ↻ + P
417 damage, 200 stun
CL. HP ▷ ↻ + HP ▷ ↻ + HP ▷ ↻ + HP
227 damage, 305 stun

These are some of the standard follow-ups for the Tenshin command grab. Should you want to deal good damage for 1 bar, EX Shienkyaku is Fei Long's most damaging special move. If you want to push the opponent towards the corner, ending in HP Rekkaken pushes the opponent the greatest distance. CL. HK ▷ ↻ ↻ + P is a very damaging option should you have a Super Combo available.

IV. ↷ + MK ▷ FADC forward, MK Rekkukyaku, ↻ ↻ + P P P

430 damage, 350 stun

Your combo of choice should you land the Shienkyaku. Given that Shienkyaku is an invincible attack, look to land this combo as an anti-air, or as a defensive option during an overly aggressive opponent's attack pattern. You can also confirm into the Shienkyaku off of any CL. HP, so CR. LK, CL. HP ▷ ↷ + MK is generally possible. Of note is that, if you can get your opponent in the corner, you can backdash out of the Shienkyaku FADC and still land this combo against everyone except Balrog, Cody, Elena, Guy, Ibuki, Makoto, Hugo, Poison, Rufus, Sakura, and Gouken. Against any of these characters, simply omit the Rekkukyaku. The ability to backdash and still land this combo in the corner is important since Shienkyaku FADC forward is now -5 on block, so definitely another good reason to have the opponent cornered with Fei Long!

V. ↬ + HK, CR. LP ▷ ↻ + HP ▷ ↻ + HP ▷ ↻ + HP

276 damage, 355 stun

Due to ↬ + HK having less push back on hit, you now have the ability to link a CR. LP after it. This is a good combo option to perform after Focus Attacks.

VI. CR. MP, CR. MP ▷ ↻ ↻ + P

426 damage, 200 stun

An easy confirm into the very damaging Super combo. This can also be linked into off of a CR. LK. With a Super Combo locked and loaded, simply walking forward and pressing CR. LK and CR. MP and CL. MP can be extremely threatening since all easily confirm into the Super Combo.

VII. HK Rekkukyaku, CL. HP and then combo either:

↻ + HP ▷ ↻ + HP ▷ ↻ + HP

326 damage, 455 stun

↷ + MK, FADC, MK Rekkukyaku, ↻ ↻ + P P P

516 damage, 615 stun

Combo off of HK Shienkyaku. You can substitute the HK Rekkukyaku for the EX Rekkukyaku for the invincibility; this is typically a good idea if you are expecting a throw. Another option is to Red Focus cancel the CL. HP and go into whatever combo you like.

VIII. Jump forward HK, CL. HP, Red Focus cancel, ↻ ↻ + P P P

515 damage, 476 stun

Great combo should you land a jump-in punish and have resources to spend. While any of Fei Long's combos work after a Red Focus crumple, this is one of the only reliable ways to land the cinematic version of Ultra Combo I for big damage.

GEN

First appearance: *Street Fighter* (1987)



Mantis Stance Data

STAT	VALUE	RANK
Vitality	900	D
Stun Threshold	950	C
Forward Walk Distance per frame	0.045	B
Backward Walk Distance per frame	0.03	C
Dash Duration	19	B
Dash Distance	1.49129	A
Backdash Duration	8 invincible, 15 airborne, 4 recovery	C
Backdash Distance	1.38324	A
Pre-jump Frames	4	A
Vertical Jump Duration	35	A
Diagonal Jump Distance	2.29	A+

W Ultra Damage: 75%

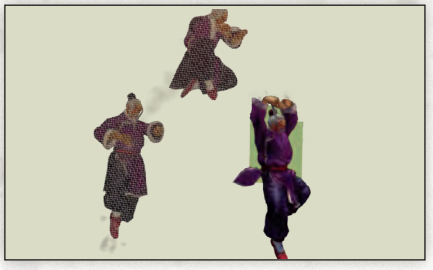
Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	55
STUN	100
STARTUP	4
ACTIVE	5
RECOVERY	8
ON HIT	+6
ON BLOCK	+5
CANCEL	SP, SU

NOTES —

HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 40
STUN	100, 100
STARTUP	5
ACTIVE	2, 4
RECOVERY	17
ON HIT	+1
ON BLOCK	-3
CANCEL	SP, SU, TC

NOTES Only cancelable on 1st hit, 1st hit forces standing

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	4
RECOVERY	13
ON HIT	-2
ON BLOCK	-3
CANCEL	SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	17
ON HIT	-1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	20
ON HIT	+0
ON BLOCK	-4
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	11
ON HIT	+1
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	19
ON HIT	-1
ON BLOCK	-5
CANCEL	—

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU, TC

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	14
ON HIT	-1
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	85
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	22
ON HIT	—
ON BLOCK	-7
CANCEL	—

NOTES Hard knockdown

JUMP NORMAL MOVES

Jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~3f lower body projectile invincibility

Jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile invincibility

Jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~5f lower body projectile invincibility

Jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile invincibility

Jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	4
ACTIVE	8
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~3f lower body projectile invincibility

Jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~5f lower body projectile invincibility

NORMAL THROWS

Gen's throws are the same in both of his stances. The only big difference is that Gen has a very long-reaching kara throw in Mantis Stance performed by pressing MK~LP + LK. This is one of the better kara throws in the game and makes Gen's up-close offense very frightening. Gen's back throw has the most distance; a common safe jump timing from it is either to immediately jump in Mantis Stance with a jump forward MK or to walk back slightly in Crane stance and then to jump forward MK. Off of Gen's forward throw, you have similar safe jump setups. For a cross-up safe jump against most of the cast, after forward throw, perform LP Jyasen, and then immediately jump forward in Crane Stance with a jumping MK. Another common setup is to dash forward twice, and then neutral jump in Crane Stance with HP; however, this does not work on the entirety of the cast. You can also attempt to cross-up your opponent with an Oga. The typical way to do this is to time an Oga Far Kick to cross-up the opponent on their wakeup. Timing the Oga to cross-up varies across the cast, but a common setup is to immediately whiff a CR. HK in Crane Stance and then to perform LK Oga at the wall behind the opponent, and then perform the Far Kick follow-up to cross-up.



Shuraku LP + LK

DAMAGE	130
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.995

Hozen ⟲ + LP + LK

DAMAGE	120
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.095

FOCUS ATTACKS

Gen's Mantis Stance Focus Attack is a very useful tool. Although the distance has been shortened in *Ultra Street Fighter IV*, it still has a very long reach, and it's superior to his Crane Stance Focus Attack. Gen's Focus Attack is also very useful for his FADC combos. Canceling any normal, particularly Mantis Stance CR.MP, into Hyakurenko is a good footsie tool to apply pressure; and by Focus canceling from Hyakurenko, you can convert into big damage off of mid-range poke as seen in Combo II.

In Mantis Stance, Gen's combo options off of a normal FADC make EX Red Focus cancels rather unnecessary. Red Focus does have uses defensively, as you can use the Red Focus to punish obvious normals canceled into non-armor-breaking moves such as Ryu's crouching MK ▷ ↻ + P P.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-18 (0)
ON BLOCK	-21 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-18 (0)
ON BLOCK	-21 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Change Style: Crane K K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Target Combo 1 CR.LK ▷ CR.MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	14
ON HIT	-1
ON BLOCK	-3
CANCEL	SP, SU

NOTES –

Target Combo 2 ST.HP (1 hit) ▷ MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	17
ON HIT	-1
ON BLOCK	-2
CANCEL	SP, SU

NOTES –

Change Style: Crane: Gen switches from Mantis Style to Crane Style. You can use this move during the recovery of other moves and immediately start moving in order to better mask what stance you are in. Change Style can also be done in the middle of a combo. For instance, you can jump in with Gen's jump forward MK in Mantis Stance, press K K K, and complete the rest of the combo in Crane Stance.

Target Combo 1: A 2-hit low kick combo that is cancelable. Gen has superior combo options in most cases, but target combo 1 can be confirmed off of a CR.LK and then canceled into Super for sizeable damage. A good time to go for this combo would be off an empty jump into CR.LK.

Target Combo 2: Gen strikes upward with his arm, and then moves forward with a kick to the body. Target combo 2 is typically used in combos such as Combo I. Typical ways to confirm into target combo 2 are off of a CR.LP or a ST.MP. The 2nd hit moves Gen forward a bit so you can cancel into Gekiro or Hyakurenko for full hits at most ranges where the target combo would connect.



LP Hyakurenko
Mash P x4, LP

HITS	4
BLOCK LEVEL	HL
DAMAGE	16X4
STUN	20X4
STARTUP	5
ACTIVE	3 (5) 3 (5) 3 (5) 3
RECOVERY	18
ON HIT	+8
ON BLOCK	+4
CANCEL	SU

NOTES Armor break, only cancelable on first 2 hits, soft knockdown on airborne opponent

MP Hyakurenko
Mash P x4, MP

HITS	4
BLOCK LEVEL	HL
DAMAGE	16X4
STUN	20X4
STARTUP	4
ACTIVE	3 (3) 3 (3) 3 (3) 3
RECOVERY	18
ON HIT	+8
ON BLOCK	+4
CANCEL	SU

NOTES Armor break, only cancelable on first 2 hits, soft knockdown on airborne opponent

HP Hyakurenko
Mash P x4, HP

HITS	4
BLOCK LEVEL	HL
DAMAGE	16X4
STUN	20X4
STARTUP	3
ACTIVE	3 (3) 3 (3) 3 (2) 3
RECOVERY	18
ON HIT	+8
ON BLOCK	+4
CANCEL	SU

NOTES Armor break, soft knockdown on airborne opponent

EX Hyakurenko
Mash P x4, P P

HITS	4
BLOCK LEVEL	HL
DAMAGE	16X4
STUN	20X4
STARTUP	3
ACTIVE	3 (3) 3 (3) 3 (2) 3
RECOVERY	17
ON HIT	+9
ON BLOCK	+5
CANCEL	SU

NOTES Armor break, soft knockdown on airborne opponent

Hyakurenko Extension
During Hyakurenko, mash P x5

HITS	3
BLOCK LEVEL	HL
DAMAGE	16X3
STUN	20X3
STARTUP	3
ACTIVE	3 (3) 3 (3) 3
RECOVERY	18
ON HIT	+8
ON BLOCK	+4
CANCEL	–

NOTES Armor break

EX Hyakurenko Extension
During EX Hyakurenko, mash P x5

HITS	3
BLOCK LEVEL	HL
DAMAGE	16X3
STUN	20X3
STARTUP	3
ACTIVE	3 (3) 3 (3) 3
RECOVERY	17
ON HIT	+9
ON BLOCK	+5
CANCEL	–

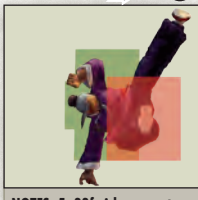
NOTES Armor break

Hyakurenko: Gen rapidly thrusts his hands at the enemy multiple times. Hyakurenko hits 4 times but you can strike an additional 3 times by pressing P. Only the 5th punch button pressed determines the strength of the Hyakurenko. The down side to Hyakurenko is that the individual strikes push the opponent back, so at far ranges the later hand strikes might whiff and open you up for punishment. The difference in the versions of Hyakurenko is the startup, with LP Hyakurenko being the slowest to start and HP Hyakurenko being the fastest. MP Hyakurenko has the least pushback other than EX Hyakurenko. MP Hyakurenko is FADC and Super cancelable on the first hit while HP and EX Hyakurenko are cancelable on the fourth hit. Hyakurenko is an excellent tool to cancel into off of Gen's superb pokes such as CR.MP and ST.MK, and at most distances, poking with CR.MP ▷ HP Hyakurenko is a safe way to pressure your opponent. Should you see Hyakurenko has made contact, you can FADC for sizeable damage such as Combo II, or cancel it into Zanei.

The move itself can be tricky to cancel into accurately, and to do so reliably requires much more nuanced methods than simply mashing the punch buttons. Some players find it effective to slide their finger back and forth across the buttons to get the necessary number of inputs ending on the button that activates the desired version. Other players choose to hit the buttons in rapid succession like piano keys and end on the button of the Hyakurenko strength they wish to get. Whatever method you choose, the only punch input that determines which version of Hyakurenko you get is the 5th button input. A common way to "piano" the inputs is directly across for three inputs and then one extra button before the input you desire. A practical example for comboing into HP Hyakuretsukyaku off of a CR.MP: input CR.MP and then input HP ~ LP ~ MP ~ HP with different fingers as you would if playing a piano. Another method that works is CR.MP ~ LP ~ MP ~ LP ~ HP. Find the method that works best for you with any given normal cancel into Hyakurenko.

EX Hyakurenko not only pushes back the least distance, but it can also be comboed into Mantis Style sweep or Shitenketsu.

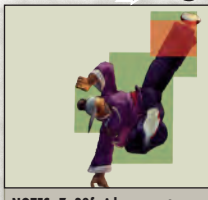
LK Gekiro
↘ + LK



HITS	6
BLOCK LEVEL	HL
DAMAGE	100, 10, 8, 7, 6, 10
STUN	10X5
STARTUP	5
ACTIVE	15
RECOVERY	14+8 ON GROUND
ON HIT	–
ON BLOCK	-35
CANCEL	–

NOTES 5~33f airborne, puts opponent in limited juggle state, soft knockdown, on block can cancel into a singles follow-up, on hit can cancel into up to 5 additional hits, all follow-up hits full juggle potential

MK Gekiro
↘ + MK



HITS	7
BLOCK LEVEL	HL
DAMAGE	100, 10, 8, 76, 5, 16
STUN	80, 10, 8, 7, 6, 5, 4
STARTUP	7
ACTIVE	15
RECOVERY	17+8 ON GROUND
ON HIT	–
ON BLOCK	-35
CANCEL	–

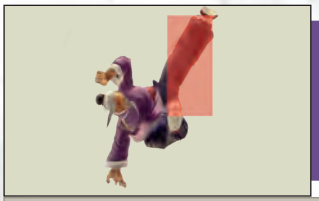
NOTES 7~38f airborne, puts opponent in limited juggle state, soft knockdown on block can cancel into a singles follow-up, on hit can cancel into up to 6 additional hits, damage and stun shown include scaling with Gekiro as 1st attack, all follow-up hits full juggle potential

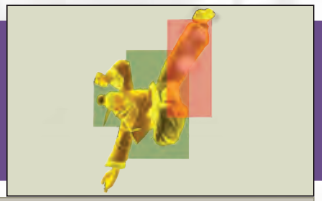
HK Gekiro
↘ + HK



HITS	8
BLOCK LEVEL	HL
DAMAGE	100, 10, 8, 7, 6, 5, 4, 27
STUN	80, 10, 8, 7, 6, 5, 4, 24
STARTUP	7
ACTIVE	15
RECOVERY	18+8 ON GROUND
ON HIT	–
ON BLOCK	-35
CANCEL	–

NOTES 1~4f invincible, 7~39f airborne, puts opponent in limited juggle state, soft knockdown, on block can cancel into a singles follow-up, on hit can cancel into up to 7 additional hits, all follow-up hits full juggle potential





EX Gekiro
↘ + K K

HITS	8
BLOCK LEVEL	HL
DAMAGE	100, 10, 8, 7, 6, 5, 4, 27
STUN	80, 10, 8, 7, 6, 5, 4, 24
STARTUP	7
ACTIVE	15
RECOVERY	18+8 ON GROUND
ON HIT	–
ON BLOCK	-20
CANCEL	–

NOTES 1~7f invincible, 7~39f airborne, puts opponent in limited juggle state, soft knockdown, can chain into up to 7 additional hits, all follow-up hits full juggle potential

Blocked Gekiro Follow-up
After blocked Gekiro K



HITS	1
BLOCK LEVEL	HL
DAMAGE	10
STUN	10
STARTUP	3
ACTIVE	1
RECOVERY	8 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES On hit puts opponent in limited juggle state, soft knockdown, on hit allows continuation of follow-up chain

Gekiro: Gen kicks upward into the air and, depending on the amount of follow-up kicks pressed, juggles the opponent upward with additional kicks before spiking them down to the ground. LK Gekiro hits 6 times and starts up in 5 frames, MK Gekiro hits 7 times and starts up in 7 frames, and HK Gekiro hits 8 times and starts up in 7 frames. All normal versions of Gekiro have some strike and throw invulnerability starting on frame 1, but this does not last until the kicks become active. Should your opponent block any of the normal versions of Gekiro, you can perform an additional kick to throw off their punishment timing.

EX Gekiro is unique to the normal version in that it starts up in 7 frames and has 7 frames of invincibility making it a good reversal. Also, EX Gekiro is the only version that nets Gen a hard knockdown into superior setups on the opponent's wakeup. EX Gekiro cannot be followed up by an additional kick on block. For all versions of Gekiro, you must time a kick button for each hit to make contact and the timing is rather precise. All the kick inputs should be done at about quarter-second intervals with the final three kicks closer together. On the Gekiro versions that do not grant a hard knockdown, however, you can opt to end before the final kick in order to recover faster and maintain pressure.

SUPER & ULTRA COMBOS





LP Zanei

↓ ↓ + LP

HITS	6
BLOCK LEVEL	HL
DAMAGE	20X5, 150
STUN	0
STARTUP	1+5
ACTIVE	16
RECOVERY	66
ON HIT	–
ON BLOCK	-61

NOTES 1~11f invincible, 6~21f can pass through opponent, armor break, hard knockdown, puts opponent in free juggle state, goes into cinematic on hit

MP Zanei

↓ ↓ + MP

HITS	6
BLOCK LEVEL	HL
DAMAGE	20X5, 150
STUN	0
STARTUP	1+5
ACTIVE	16
RECOVERY	66
ON HIT	–
ON BLOCK	-61

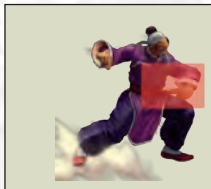
NOTES 1~8f invincible, 6~21f can pass through opponent, armor break, hard knockdown, puts opponent in free juggle state, goes into cinematic on hit

HP Zanei

↓ ↓ + HP

HITS	6
BLOCK LEVEL	HL
DAMAGE	20X5, 150
STUN	0
STARTUP	1+5
ACTIVE	16
RECOVERY	66
ON HIT	–
ON BLOCK	-61

NOTES 1~5f invincible, 6~21f can pass through opponent, armor break, hard knockdown, puts opponent in free juggle state, goes into cinematic on hit





NOTES 1~11f invincible, 1~21f can pass through opponent, armor break, hard knockdown, goes into cinematic on hit

Zetsuei

↓ ↓ + P P P

HITS	13
BLOCK LEVEL	HL
DAMAGE	15X12, 225
STUN	0
STARTUP	0+11
ACTIVE	10
RECOVERY	59
ON HIT	–
ON BLOCK	-49

Super Combo: Zanei: Gen dashes forward and strikes the enemy multiple times before launching them into the air. The differences between LP, MP, and HP Zanei are the amount of distance they cover and the amount of invincibility they have. LP Zanei has 11 frames of invincibility and travels the shortest distance, MP Zanei has 8 frames of invincibility but covers more ground, and HP Zanei has only 5 frames of invincibility but travels nearly the full screen. HP Zanei is the superior choice for punishing things from a distance such as Rufus's CR. HP on block, or Akuma's air fireballs. Zanei is one of the better Supers in the game because Gen can Combo into it off of any mid-range normal into Hyakurenko, or any combo ending in Hyakurenko. Should you have an Ultra I stocked, you can combo into a Zetsuei, or without Ultra stocked, you can combo into a Gekiro.

UCI: Zetsuei: Gen's Zetsuei is a similar animation to his Zanei; however, should it connect, Gen will go into a cinematic where he dashes through the opponent multiple times and, on the final dash, the opponent will fall to the ground. Zetsuei has sizeable invincibility and is a good whiff punish tool. If Gen lands a Zanei, he can combo into a Zetsuei, an example of this being Combo II.

Shitenketsu

↓ ↓ + P P P



HITS	2
BLOCK LEVEL	HL
DAMAGE	443
STUN	450
STARTUP	0+7
ACTIVE	2(6) 2(6) 2(6)2
RECOVERY	33
ON HIT	–
ON BLOCK	-10

NOTES 1~7f invincible, armor break, hard knockdown, goes into cinematic on any hit

UCII: Shitenketsu: Gen Strikes the opponent rapidly in their vital points and the final strike to the opponents head results in the opponent taking recoverable gray damage and sizeable stun. This is one of the only Ultra Combos that deals stun, and the only Ultra Combo which inflicts its damage in the form of recoverable life. You should seek to land another hit as soon as possible to maximize the damage the opponent takes before they recover their life. Should the stun dealt by Shitenketsu exceed the opponent's maximum amount of stun before they are dizzy, the Shitenketsu itself will not achieve the dizzy, but the next hit you inflict will. A common way to combo into Shitenketsu is from an EX Hyakurenko as seen in Combo III.

Fascinatingly, Shitenketsu changes in properties if you jump-cancel into it. To perform this, simply insert an upward direction anywhere in the move's motion, like ↓ ↓ ↘ + P P P. You can't cancel into Shitenketsu in this manner, but you can perform this cold off the ground. Two things happen: the first is that Gen goes from -10 to +5 on block! This means Shitenketsu can be used as an imperfect "reversal" up close or against jump-ins, provided you have a place to work in the upward input to the command, since you need to cancel into Ultra II from prejump frames. The other thing that happens during a jump-canceled Shitenketsu is that it gains full cinematic juggle potential. This opens the door for juggles like Crane CR. LK, switch to Mantis, jump cancel UII. You can also land launching hits from Oga in Crane Style, immediately switch to Mantis Style, then juggle Shitenketsu. Juggling with Shitenketsu in these situations without the jump cancel just leads to a few piddly, non-cinematic hits, but using the jump cancel to get the full Ultra in unexpected places is game-changing for Gen.

Crane Stance Data

STAT	VALUE	RANK
Vitality	900	D
Stun Threshold	950	C
Forward Walk Distance per frame	0.055	S
Backward Walk Distance per frame	0.045	S
Dash Duration	19	B
Dash Distance	1.49129	A
Backdash Duration	8 invincible, 15 airborne, 4 recovery	C
Backdash Distance	1.38324	A
Pre-jump Frames	4	A
Vertical Jump Duration	36	B
Diagonal Jump Distance	2.8	S+

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	13 (12)
ON HIT	-2 (-1)
ON BLOCK	+4 (-3)
CANCEL	CH, SP, SU

NOTES Far version has less recovery

MP



HITS	2
BLOCK LEVEL	H
DAMAGE	50, 50
STUN	50, 50
STARTUP	18
ACTIVE	2, 2
RECOVERY	22
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

HP



HITS	2
BLOCK LEVEL	L, HL
DAMAGE	100, 100
STUN	100, 100
STARTUP	17
ACTIVE	2, 4
RECOVERY	19
ON HIT	+0
ON BLOCK	-5
CANCEL	—

NOTES 2nd hit forces standing

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	8
ACTIVE	4
RECOVERY	13
ON HIT	-2
ON BLOCK	-3
CANCEL	SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	22
ON HIT	-1
ON BLOCK	-5
CANCEL	—

NOTES —

HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 50
STUN	100, 100
STARTUP	5
ACTIVE	3 (9) 2
RECOVERY	22
ON HIT	-2
ON BLOCK	-6
CANCEL	—

NOTES 1st hit puts airborne opponent in limited juggle state, 2nd hit juggle potential 1

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+5
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	13
ON HIT	-1
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	180
STUN	300
STARTUP	21
ACTIVE	5
RECOVERY	16
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES On counter hit puts opponent in limited juggle state, on counter hit soft knockdown

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	16
ON HIT	—
ON BLOCK	-8
CANCEL	SP, SU

NOTES Puts opponent into free juggle state, soft knockdown

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	21
ON HIT	+1
ON BLOCK	-1
CANCEL	SU

NOTES 1~25f upper body projectile invincibility

Crouching HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	150
STARTUP	5
ACTIVE	5
RECOVERY	24
ON HIT	-7
ON BLOCK	-11
CANCEL	—

NOTES —

JUMP NORMAL MOVES

Jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES Puts airborne opponent in limited juggle state, soft knockdown on airborne opponent

ANGLED JUMPING ATTACK

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Angled Jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

FOCUS ATTACKS

Gen's Focus Attack in Crane Stance has shorter range than his Mantis Stance Focus Attack. FADC combos from Crane stance are limited, but with the addition of Red Focus, you can EX Red Focus cancel the last hit of a Jyasen for potentially huge damage, see Combo VII. This Red Focus has the same defensive applications as detailed in the Focus Attack description in the Mantis Style section. The other saving grace of the Crane Stance Focus attack is that it is safe on hit at level 1 (assuming of course that you dash cancel the hit). It is unsafe on block after a dash cancel, however.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-18 (0)
ON BLOCK	-21 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-18 (0)
ON BLOCK	-21 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3

LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Change Style: Mantis P P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Change Style: Mantis Style: Gen switches from Crane Style to Mantis Style. You can use this move during the recovery of other moves and immediately start moving in order to better mask what stance you are in. Change Style can also be done in the middle of a combo. For instance, you can jump in with Gen's jump forward MK in Crane Stance, press P P P and complete the rest of the combo in Mantis Stance.

Shakudan During jump HK ▷ HK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Soft knockdown on airborne opponent, puts opponent into limited juggle state, juggle potential 1

Shakudan: Gen inflicts two jumping kicks which leave the opponent in a limited juggle state. The typical follow-up options can be seen in Combo V. The other strong aspect of Shakudan is that you have threat of only doing the first hit and then going low or throwing when the opponent expects the second kick which must be blocked high.

SPECIAL MOVES





LP Jyasen
Charge back, ← + LP

HITS	3
BLOCK LEVEL	HL
DAMAGE	20, 20, 70
STUN	20, 20, 80
STARTUP	6
ACTIVE	3 (5) 1 (5) 4
RECOVERY	20
ON HIT	+2
ON BLOCK	-1
CANCEL	SU

NOTES Charge time 50f

MP Jyasen
Charge back, ← + MP

HITS	4
BLOCK LEVEL	HL
DAMAGE	20X3, 75
STUN	20X3, 80
STARTUP	6
ACTIVE	3 (7) 3 (11) 1 (5) 4
RECOVERY	20
ON HIT	+1
ON BLOCK	-1
CANCEL	SU

NOTES Charge time 50f

HP Jyasen
Charge back, ← + HP

HITS	5
BLOCK LEVEL	HL
DAMAGE	20X4, 80
STUN	20X4, 80
STARTUP	6
ACTIVE	3 (7) 3 (12) 3 (11) 1 (5) 4
RECOVERY	20
ON HIT	+1
ON BLOCK	-3
CANCEL	SU

NOTES Charge time 50f

Jyasen: Gen hits the opponent by rolling forward multiple times and then strikes the opponent with his hand. Jyasen should be primarily used in combos, especially if you have sufficient meter to land the very damaging Red Focus cancel off of the final hit as seen in Combo VII. If you sense a moment of hesitation from the opponent, landing a Jyasen on block can be useful since it will do decent chip damage and push the opponent toward the corner. EX Jyasen has fireball invincibility, and depending on which two buttons you press, you get three different versions that travel different distances. The light EX version travels the shortest distance at the fastest speed; the fierce EX version travels almost full screen but is slower.





Close EX Jyasen
Charge back, ← + LP + MP

HITS	5
BLOCK LEVEL	HL
DAMAGE	20X2, 90
STUN	50X3
STARTUP	6
ACTIVE	3 (5) 1 (5) 4
RECOVERY	20
ON HIT	+1
ON BLOCK	-3
CANCEL	SU

NOTES 1~23f projectile invincible, charge time 50f

Mid EX Jyasen
Charge back, ← + LP + HP

HITS	5
BLOCK LEVEL	HL
DAMAGE	20X3, 90
STUN	50X4
STARTUP	6
ACTIVE	3 (7) 3 (11) 1 (5) 4
RECOVERY	20
ON HIT	+1
ON BLOCK	-3
CANCEL	SU

NOTES 1~39f projectile invincible, charge time 50f

Far EX Jyasen
Charge back, ← + MP + HP

HITS	5
BLOCK LEVEL	HL
DAMAGE	20X4, 90
STUN	50X5
STARTUP	6
ACTIVE	3 (7) 3 (12) 3 (11) 1 (5) 4
RECOVERY	20
ON HIT	+1
ON BLOCK	-3
CANCEL	SU

NOTES 1~54f projectile invincible, charge time 50f

Oga Charge down, ↓ + K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	27
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 7~27f airborne

EX Oga Charge down, ↓ + K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	27
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 7~27f airborne, 1~20f projectile and throw invincible

Sudden Stop During Oga or EX Oga, ← or ↙



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	18+16 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –



Oga: Gen jumps to the wall and, from there, can travel at various angles to dive kick the opponent or simply drop from the wall. Depending on the kick button pressed, Gen will travel at a different angle toward the wall. LK Oga hits the wall at the lowest point, and HK Oga hits the wall at the highest point. You can fly toward the left or right wall depending on which direction you hold the controller after the initial down charge. After that, you can choose to let go of your controller (neutral) and perform the Close Kick dive from the wall he just bounced from. If you hold the controller toward the side away from the wall you jumped toward, you will perform the Far Kick (which is what you'll see used most of the time for cross-up setups). You can also let Gen fly toward the ceiling after he bounces from a wall by holding the controller up. If you press down from here, you will perform the Falling Kick which flies straight down, deals sizeable chip, and can be hard for an opponent to block in the corner. If you press ↙ or ↘ after touching the ceiling, you will perform the Close Range Kick at a slight angle downwards. You can also perform the Sudden Stop after making contact with the wall by keeping the stick in the position toward the wall, and you will land at the edge of the screen, which can be useful to bait an enemy trying to punish a close kick. EX Oga on startup is invincible against projectiles, so if you sense a normal canceled into a projectile, you can use EX Oga to escape. Should you make contact with one of the Oga kick follow-ups, you can combo into a sweep for a hard knockdown. Off of this knockdown, you can attempt to cross-up with another Oga kick to reset the situation, or can combo into Gekiro (see Combo VI). Oga should be used with caution because it is unsafe on block.

Close Kick During Oga, ↓ or neutral



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	150
STARTUP	13
ACTIVE	12
RECOVERY	13 ON GROUND
ON HIT	–
ON BLOCK	-14
CANCEL	–

NOTES Puts opponent in free juggle state, soft knockdown, armor break

EX Close Kick During EX Oga, ↓ or neutral

HITS	1
BLOCK LEVEL	H
DAMAGE	150
STUN	150
STARTUP	8
ACTIVE	13
RECOVERY	13 ON GROUND
ON HIT	–
ON BLOCK	-15
CANCEL	–

NOTES Puts opponent in free juggle state, soft knockdown, armor break

Far Kick During Oga, hold ↙ or →



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	150
STARTUP	12
ACTIVE	13
RECOVERY	13 ON GROUND
ON HIT	–
ON BLOCK	-15
CANCEL	–

NOTES Puts opponent in free juggle state, soft knockdown, armor break

EX Far Kick During EX Oga, hold ↙ or →

HITS	1
BLOCK LEVEL	H
DAMAGE	150
STUN	150
STARTUP	7
ACTIVE	15
RECOVERY	13 ON GROUND
ON HIT	–
ON BLOCK	-17
CANCEL	–

NOTES Puts opponent in free juggle state, soft knockdown, armor break

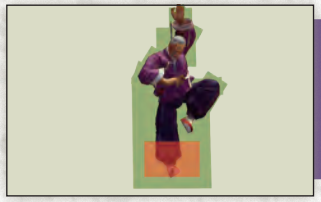
Ceiling Jump During Oga, ↑, ↓ or ↘



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	48+16 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Falling Kick During Oga Ceiling Jump, ↓



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	150
STARTUP	3
ACTIVE	15
RECOVERY	13
ON HIT	–
ON BLOCK	-16
CANCEL	–

NOTES Puts opponent in free juggle state, soft knockdown, armor break

EX Falling Kick During Oga Ceiling Jump, ↓

HITS	1
BLOCK LEVEL	H
DAMAGE	150
STUN	150
STARTUP	3
ACTIVE	13
RECOVERY	13 ON GROUND
ON HIT	–
ON BLOCK	-15
CANCEL	–

NOTES Puts opponent in free juggle state, soft knockdown, armor break

Close Range Kick During Oga Ceiling Jump, ↙, ↘, ← or →



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	150
STARTUP	3
ACTIVE	14
RECOVERY	1+12 ON GROUND
ON HIT	–
ON BLOCK	-16
CANCEL	–

NOTES Puts opponent in free juggle state, soft knockdown, armor break

EX Close Range Kick During EX Oga Ceiling Jump, ↙, ↘, ← or →

HITS	1
BLOCK LEVEL	H
DAMAGE	150
STUN	150
STARTUP	3
ACTIVE	14
RECOVERY	1+12 ON GROUND
ON HIT	–
ON BLOCK	-15
CANCEL	–

NOTES Puts opponent in free juggle state, soft knockdown, armor break

SUPER & ULTRA COMBOS

Jyakoha ↓ ↓ + K



HITS	1
BLOCK LEVEL	–
DAMAGE	320
STUN	0
STARTUP	1+1
ACTIVE	19
RECOVERY	16+16 GROUNDED
ON HIT	–
ON BLOCK	–

NOTES 1~4f invincible, 1~35f airborne, cannot hit grounded opponents, hard knockdown, strength of kick determines angle of Gen's jump, full juggle potential

Ryukoha ↓ ↓ + K K K



HITS	2
BLOCK LEVEL	–
DAMAGE	150, 248
STUN	0
STARTUP	0+11
ACTIVE	8
RECOVERY	25+28 GROUNDED
ON HIT	–
ON BLOCK	–

NOTES 1~11f invincible, 11~44f airborne, hard knockdown, full juggle potential, goes into cinematic on hit

Teiga During jump ↓ ↓ + K K K



HITS	11
BLOCK LEVEL	H
DAMAGE	15 X10, 278
STUN	0
STARTUP	0+10
ACTIVE	UNTIL GROUND
RECOVERY	26
ON HIT	–
ON BLOCK	-10 MINIMUM

NOTES 1~9f invincible, 10f~until ground projectile invincible, hard knockdown, armor break, goes into cinematic on hit

Super Combo: Jyakoha: Gen leaps into the air, grabs the opponent's head with his feet, and then spins rapidly before stomping them into the ground. This is one of the better anti-airs in the game in that it starts up in 1 frame after the Super flash, and it's invincible during the time it travels, which is a far distance. Outside of being an excellent anti-air, you can choose to stop the Gekiro follow-up kicks before the last kick, land, and then hit the opponent with Jyakoha before they land.

UCI: Ryukoha: A similar animation to Jyakoha. However, after Gen stomps the opponent to the ground, he spins in place causing a tornado which takes Gen and the opponent up into the air and then drops the opponent to the ground. Essentially, Ryukoha is a slower version of Ryukoha, taking 11 frames to activate. This is still a good anti-air if you react to a jump early.

UCII: Teiga: Gen stops in place before descending with an angled kick downwards. Should Gen strike the opponent, he will kick through them 10 more times, leaving black trails behind him before delivering one final powerful kick to the opponent's neck. Teiga does sizeable damage and can be used to punish things on reaction should you be in the air. If an opponent tries to anti-air Gen, and you have time to react, you can bait their anti-air and punish with Teiga. Teiga is also one of Gen's armor-breaking moves.

Recommended Ultra Choice: Matchup/Preference Dependent

Given that Gen has four different Ultra Combos that each have a rather unique function, the choice you make is highly dependent on your personal preference. If you are playing a matchup where you are easily able to land the Zanei Super, Ultra I is often a superior choice since you will have opportunities to combo into Zetsuei. Zetsuei also allows certain punishment opportunities that you would not have with Ultra II, such as beating a Rufus CR. HP on block, or dissuading Ibuki and Akuma from throwing air projectiles. If you are playing in a matchup where you don't have an abundance of meter, perhaps because it is more advantageous to end combos in EX Gekiro for the hard knockdown, then Ultra II might have more use since you can combo into Shitenketsu off of EX Hyakurenko. Shitenketsu now deals sizeable stun, so if you're playing against a character with poor defensive options where getting a hit after landing Shitenketsu is easy, then the payoff can be huge. Teiga is also a good pick if you are playing against characters with long advancing moves that you can bait by jumping and reacting with Teiga.

Overview

PROS:

- Excellent mid-range pokes that can lead to high damage
- Very good ambiguous cross-up options on the opponent's wakeup due to his different jump trajectories and Oga
- Versatile and easy to land Super Combo
- Great walk speed
- Long distance kara throw

CONS:

- Low stamina and stun
- Limited defensive options
- Low damage without meter
- Demanding character, execution-wise

Gen is a somewhat fragile character with limited defensive options; however, his offensive capabilities are truly frightening. At mid-range, CR. MP ▷ Hyakurenko is sufficiently powerful to allow Gen to excel at the ground game, and with meter, you can close the distance with an FADC combo to set up a knockdown and attempt to mix up the opponent with Gen's two different jump arcs. Once in the opponent's face, the opponent must contend with Gen's threatening kara throw and frame trap game, which each end with a dangerous situation for the opponent as Gen can go into another potential mix-up.

Your objective is to score a knockdown and maintain up-close pressure. Achieve this by:

- Using your excellent mid-range tools to create opportunities to advance up close to the opponent, namely CR. MP ▷ HP Hyakurenko ▷ FADC combos
- Whiff punishing with CR. HK in Mantis stance
- Intelligently changing up your approach and setups utilizing Gen's different jump arcs
- Pressuring up close with your long-reaching kara throw and good normals that convert into knockdown combos

GEN'S MANTIS TUNING HISTORY



Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
LP damage reduced from 30 to 25, active frames reduced from 3 to 2, recovery reduced from 10 frames to 7, advantage on block increased from -1 to +3, advantage on hit increased from +1 to +5	Increase in advantage allows for better pressure and new combos
MP damage reduced from 70 to 55, recovery reduced from 16 frames to 8, advantage on block increased from +2 to +5	Better pressure on block, less likely to be whiff punished
HP damage reduced from 80, 60 to 70, 40	—
LK damage increased from 30 to 40	—
MK damage reduced from 70 to 60, recovery reduced from 20 to 17, advantage on hit reduced from +2 to -1	The reduced advantage on hit doesn't affect much due to the pushback and long range of MK
CR. LP damage reduced from 30 to 20, recovery reduced from 8 to 7, startup reduced from 5 frames to 4, active frames reduced from 4 to 2, advantage on block increased from +1 to +2, advantage on hit increased from +4 to +5	Increase in advantage allows for better pressure and new combos
CR. LK advantage on block increased from -1 to +1, advantage on hit increased from +2 to +4	Increase in advantage allows for better pressure and new combos
CR. MK recovery reduced from 17 frames to 14, advantage on block reduced from +1 to -1, advantage on hit reduced from +3 to -1	Less likely to be whiff punished
CR. HK damage reduced from 100 to 85, stun reduced from 200 to 100, recovery reduced from 28 frames to 22, advantage on block changed from -13 to -7	Less likely to be punished on block or whiff punished
Jumping LK damage increased from 40 to 50	—
HP and EX Hyakurenko startup reduced from 4 frames to 3	Less likely to be counter hit by fast attacks and throws
All versions of Hyakurenko pushback increased, now Super cancelable for hits 1~4 instead of only hit 1	Can no longer link MK after Hyakurenko, easier to combo into Super or use FADC combos
LK, MK, HK Gekiro changed from strike invincibility on frames 1~4 to invincibility on frames 1~4	Can no longer be thrown out of Gekiro startup
EX Gekiro invincibility changed from frames 1~2 to 1~7	Now has 1 invincible active frame
Super invincibility increased from frames 1~6 to 1~10, damage reduced from 400 to 300	Much better as a reversal or anti-air
Ultra damage reduced from 540 to 405	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
CR. MP startup reduced from 7 frames to 5, now Super and special cancelable	Faster startup, works better as a poke, can be used as a combo starter
CR. MK now special and Super cancelable	Can be used as a low hitting combo starter
Target combo CR. LK ▷ MK added	—
Target combo HP ▷ MK added	—
Jumping HP stun reduced from 200 to 100	—
Jumping MK damage reduced from 80 to 70	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
MK, HK Gekiro final hit gives an extra 10 Super Gauge	Slightly more meter gain for the same attacks
Ultra II startup reduced from 0+9 to 0+7	Enables new combos

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Stun increased from 950 to 900	—
Fixed a bug where Gen would be invincible when he stood up if he input no direction and no attack	—
A bug making reversal Focus Attack more difficult was removed	—
CL. HP stun redistributed from 150, 50 to 100, 100	Increases the stun in Gen's Target Combo 2
Focus Attack hitbox reduced to reduced position of hurtbox	No longer hits in front of Gen
LP, MP, HP Hyakurenko hitbox expanded downward, recovery increased from 17 to 18 frames	More easily punished on whiff or at a range where not all hits connect, more likely to connect against crouching opponents
HK Gekiro now causes soft knockdown and the button input timing is less strict	Same timing as EX version from 2012
EX Gekiro final hit now causes hard knockdown, input is more strict, advantage on block reduced from -35 to -20, can no longer use follow-up attacks on block	Same timing as HK version from 2012, can no longer use follow-ups to alter punish timing
Zan'ei (Super) damage reduced from 300 to 250, now easier to use in air combos	—
Ultra II hitbox expanded forward, stun increased from 0 to 450	Easier to use in combos, the large stun now makes the Ultra more frightening
L Gekiro invincibility on frames 1-3 removed	—
CR. MP damage reduced from 70 to 60	—

GEN'S CRANE TUNING HISTORY

Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
LP advantage on block changed from -3 to -4, advantage on hit changed from -1 to -2	Slightly less safe on hit and block
MP startup reduced from 22 frames to 18	Harder to react to and block high
HP startup reduced from 22 frames to 17	Harder to react to and block low
LK recovery increased from 12 frames to 13, advantage on block changed from -2 to -3, advantage on hit changed from -1 to -2	Slightly more likely to be whiff punished, slightly less safe on hit and block
MK damage increased from 80 to 100	—
HK damage reduced from 80, 70 to 70, 50	—
CR. LP recovery reduced from 11 to 9, advantage on block increased from -2 to 0, advantage on hit increased from +1 to +3	Slightly less likely to be whiff punished, safer on block, now advantageous on hit
CR. MP damage reduced from 90 to 70, recovery reduced from 20 frames to 13, advantage on block changed from 10 to -3, advantage on hit reduced from -8 to -1	Much less likely to be whiff punished, much safer on hit and block
CR. MK can now go under projectiles	—
CR. HK active frames increased from 2 to 3, recovery reduced from 36 frames to 31, advantage on block changed from -21 to -16, advantage on hit changed from -17 to -12	Better as anti-air, slightly safer when input late
Jumping MK damage reduced from 80 to 70	—
LP Jyasen damage reduced from 20, 20, 80 to 20, 20, 60	—
MP Jyasen damage reduced from 20x3, 80 to 20x3, 65	—
HP Jyasen damage reduced from 20x4, 80 to 20x4, 70	—
Oga speed increased	Gives opponent less time to react
EX Oga invincibility removed, speed increased	Can no longer be used as an escape from meaty pressure, gives opponent less time to react
Super damage increased from 300 to 320 invincibility reduced to frames 1~3, startup reduced from 1+10 to 1+0	Much faster on startup, now an exceptional anti-air
Ultra I invincibility reduced from frames 1~11 to 1~10	Slightly better as anti-air

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
Focus attack hitbox reduced to Gen's hands	No longer hits in front of Gen
LP recovery reduced from 13 frames to 12	Slightly less likely to be whiff punished
Super startup reduced from 1+0 to 1+1	—
Ultra I invincibility frames increased from 1~10 to 1~11	Slightly better as anti-air
Ultra II movement speed improved	Reaches opponent faster

Arcade Edition to 2012 Update

CHANGE	EFFECT
CR. HP damage on counter hit reduced from 188% to 125%	Now takes standard counter hit damage
CR. MK advantage on block changed from -3 to -1, advantage on hit increased from -1 to +1, hurtbox lowered mid move	Goes under attacks better
CR. HK active frames increased from 3 to 5, recovery frames decreased from 31 to 29	Better as anti-air
LP, MP, HP Jyasen hit stun a blockstun on the 2nd to last hit increased by 4 frames	Allows for new FADC combos
EX Jyasen hit stun on the 2nd to last hit increased by 5 frames, block stun on the 2nd to last hit increased by 5 frames, now projectile invincible until final active frame	Allows for new FADC combos, no longer gets hit by slow-moving projectiles
EX Oga travels faster, startup of attacks reduced from 12 frames to 7, damage increased from 100 to 150	Gives opponent less time to react
EX Oga Far Kick (hold away from the wall) floats opponent higher	Easier to combo afterward

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Stun increased from 900 to 950	—
1f invincibility time on neutral wakeup removed	—
A bug making reversal Focus Attack more difficult was removed	—
CR. LP advantage on hit increased from +3 to +5	Allows for new combos
CR. HK recovery reduced from 29f to 24f	—
Diagonal jumping HP hurtbox expanded downward	Easier be hit by anti-air
Diagonal jumping HK hurtbox expanded downward	Easier be hit by anti-air
LP, MP Jyasen advantage on block increased from -3 to -1	Safer on block
LP Jyasen advantage on hit increased from +1 to +2, damage increased from 20x2, 60 to 20, 20, 70	Gives Gen better offensive pressure on hit
MP Jyasen damage increased from 20x3, 65 to 20x3, 75	—
HP Jyasen damage increased from 20x3, 70 to 20x4, 80	—
LP + MP EX Jyasen lost an attack, damage decreased from 20x3, 80 to 20x2, 90, charge time reduced from 60f to 50f	—
LP + HP EX Jyasen lost an attack, damage reduced from 20x4, 80 to 20x3, 90, charge time reduced from 60f to 50f	—
MP + HP EX Jyasen damage increased from 20x4, 80 to 20x4, 90, charge time reduced from 60f to 50f	—



LONG RANGE

Gen has limited tools at long range, so your main goal is to transition to mid-range. This will be the most challenging against characters whose goal is to zone you with projectiles. Fortunately, Gen has a multitude of tools to deal with projectiles. If you are in Crane Stance, you can simply use crouching MK right before the projectile is about to make contact to go under it. This is a great solution because projectile characters are not gaining meter for the blocked fireball nor are they getting chip damage or frame advantage. Since the fireball remains on the screen, this also gives you the opportunity to walk forward before the opponent can throw another one. While you can use this strategy against most projectile characters, it will not work against Juri, Sakura, Chun-Li, or against Sagat's low Tiger Shots. Given that Gen's forward walk speed is faster in Crane stance, you should move in that stance at far ranges to better gain ground. Should the opponent surprise you with a jump when walking forward into mid-range, Crane Stance crouching HK is one of Gen's better anti-air tools.

Another unique tool at Gen's disposal is the ability to kara cancel his Focus Attack into a stance change. The initial hit of the Focus Attack will absorb the projectile, then that will be canceled into a stance change which recovers very quickly. This is done by plinking MP + MK into whatever stance Gen is not in. For instance, if you were in Mantis Stance, you would input MP + MK~K K K; if you were in Crane Stance, you would input MP + MK~P P P. You can also just normally Focus absorb projectiles, but the down side is the need to dash cancel out of the Focus Attack, which gives your opponent time to throw another projectile or move to an advantageous position. With the kara-stance change, you can move almost instantly after absorbing the projectile.

Another option is to jump over projectiles. Thanks to Gen's long jumps you can guess when your opponent will throw a projectile and jump forward to punish them. Certain characters, such as Dhalsim and Guile, have the game plan of throwing projectiles in order to induce a jump and then anti-airing with normals. If you picked Ultra II (or Ultra Combo Double), you can use Teiga late in your jump, just after they start their anti-air. Eating this once will make an opponent hesitant to anti-air, and if you can get an opponent to even block a jump, this is a big win, since you now can go into your powerful up-close offense. Teiga is also good at stopping air-to-air anti-air attempts.

At certain ranges, you can also use Zanei and Zetsuei to go through projectiles. A good way to sneakily get into these ranges is to preemptively dash forward in expectation of a fireball, then buffer ↻ ↻ during the dash. If you see a punishable projectile, you can just react with a button press to activate the Super or Ultra. Zetsuei and Zanei are particularly good at punishing jumping projectiles at long ranges, such as Akuma's Zanku Hadoken or Ibuki's Kunai. Aside from trying to approach the opponent, you can also whiff Gekiro kicks to build meter.

MID-RANGE

Much of Gen's strength at mid-range revolves around use of Mantis Style crouching MP ▷ Hyakurenko. This can be extremely frustrating for an opponent to deal with, since many characters don't have a mid-range tool that can contend with Gen's CR. MP. With meter, Gen has the options of converting in the combo options in Combo II. This is a giant threat that nets you huge damage and a potential set up, so the opponent will be hesitant to play a mid-range game with Gen. If your opponent fears this threat, and you can simply try to pressure them into the corner.

In trying to play the ground game against Gen, an opponent might try to whiff punish your CR. MP or move into a range where they can stick out their own pokes to beat it. If the opponent is preoccupied with trying to make your CR. MP whiff, this affords you the opportunity to walk forward, or sneak in a jump since the opponent is spending much of their mental energy on trying to whiff punish. Given that Gen has two different jump arcs, you can use mid-range jumps to greater effect because the opponent will be more confused on which way to block. If the opponent is prone to stick out a fast normal to stuff your CR. MP, you can dance in out of the range of that normal with ease due to Gen's fast walk speed, and whiff punish them with a Mantis Style CR. HK. Once you land a CR. HK, you can attempt an ambiguous forward jump in either of Gen's stances or try to time an MK Oga Far Kick to cross the opponent up. Should the opponent use delayed wakeup (an 11-frame delay), you can whiff a Mantis CR. LP so your setup is tuned toward dealing with the delayed wakeup timing. The key to a good ground game is leveraging movement and getting a sense for the opponent's timing. Should an opponent move forward to stuff your CR. MP or move backward in order to whiff punish, you can catch them in transition with CR. HK, since when they are walking the opponent can't block low. Try to time an ambiguous jump-in after a mid-range sweep by walking forward for a split second and then jumping. With practice, this can be done at safe jump timing.

Because of Gen's threatening mid-range tools, an opponent may try to circumvent the ground game entirely by jumping at Gen. Good anti-airs here are Mantis Style CR. HP, Crane Style CR. HK, and EX Gekiro. If you have full Super Gauge, Gen's Crane style Super Combo is one of the best anti-airs in the game. Some opponents also may try to Focus Attack to absorb a hit and get in or try to land a crumple; however, CR. MP deals with this adequately since Hyakurenko breaks Focus Attacks. Gen himself can use his Focus Attack to approach as well, given that the Mantis version has sizeable range. Use a Focus Attack when you think your opponent is going to throw out a big uncancelable normal, such as a sweep.

CLOSE RANGE

Gen's close-range game is scary due to his long-reaching kara throw and great up-close normals which all convert into combos. The go-to stance for Gen at close range is without a doubt the Mantis Stance, so be sure to switch into that after your Crane Stance jump-ins, unless you've decided to perform a combo into roll such as Combo VII. Should you land a CR. LP or CR. LK up close, you can convert into Combo I. If the opponent blocks the initial light crouch hits, you can branch off into other offense options such as kara throw, or (once they're trying to tech the kara throw attempts) ST. MP to frame trap the opponent. If the kara throw lands, you can go into the setups described in the throw section. Since Gen's kara throw is so dangerous, the opponent will eventually take measures to counter this; popular options are to stand tech or crouch tech. Gen's ST. MP has respectable distance, comes out in 4 frames, is +6 frames on hit allowing for Combo III, and is an astounding +5 frames on block! Therefore, after a blocked ST. MP, you have more than enough time to walk forward into range for a kara throw, or walk forward and try to frame trap the opponent should you have a good read on their tech timing.

Given these powerful up-close tools, an opponent may try to escape Gen in other ways. If the opponent is prone to backdash out of this pressure, walking forward with the intent to react to backdash with CR. HK is a good strategy. Be ready to change your game plan should you not see the backdash come out, since walking forward is a risk. If the opponent uses an invincible reversal, you can walk backwards in anticipation. This will cause Gen to block the invincible move should it come out. Simultaneously, if the opponent tries to stand or crouch tech, you will have moved out of range and can whiff punish.

On defense against an opponent at close range, Gen's options are much more limited. Your only invincible non Super or Ultra attack is EX Gekiro. Even though EX Gekiro is invincible until startup, it does take a bar of meter which is highly valuable, and it's highly punishable on block and cannot be canceled into Focus. While normal Gekiros on block have the option of the follow-up kick to confuse the opponent on when Gen will land, the EX Gekiro follow-up kick has been removed in *Ultra Street Fighter IV*. Gen's backdash and Focus backdash are also good tools to escape. In general, stick to the normal backdash unless the opponent is trying to option select against your backdash. The Focus Attack charge into backdash will absorb the hit and foil the option select since the normal doesn't whiff. When you mix up backdash and late tech timing, the opponent will often put gaps in their attack strings, which is a good opportunity for you to essentially steal a turn by slipping in a defensive throw or fast normal such as ST. MP to turn an advantageous offensive situation for the opponent into one for you.

A smart opponent might try to approach in the air at this range, since Gen has trouble dealing with close-up jumps that would land behind Gen. Gen also has difficulty with dive kick approaches. A good answer to an opponent trying to cross you up at close range is to jump back and air-to-air the opponent with a normal. If the opponent is doing low-altitude dive kicks, you can option select a crouch tech with CR. LP + LK + MP. This will break throw attempts and also force the opponent to dive kick higher in their jump to beat the CR. MP. Once the opponent is jumping higher up, you have more time to react with an EX Gekiro, air to air, or Mantis Style ST. MP, which combats dive kicks well (should you have sufficient time to react).

Combos

I. In Mantis Style: CR. LP, ST. HP ▷ MK ▷ ↻ + K K

222 damage, 315 stun

A good combo that ends in a hard knockdown off of a CR. LP. The EX Gekiro is the optimal ender here because the hard knockdown affords you the opportunity to set up an ambiguous cross-up, or a safe jump into continued pressure. HK Gekiro also works here for the same damage without the hard knockdown.

II. In Mantis Style: CR. MP ▷ HP Hyakurenko and then combo either:

FADC, CL. MP, ST. HP (one hit) ▷ ↻ + HK
270 damage, 362 stun
▷ ↻ ↻ + HP, ↻ ↻ + P P P
567 damage, 180 stun

A combo should you land a CR. MP. Since a stand-alone CR. MP ▷ HP Hyakurenko is such a good pressure tool, you can hit confirm it and FADC into this combo for good damage. If you have the meter to spare, you can substitute the HK Gekiro for an EX Gekiro to end with a hard knockdown. For huge damage, you can cancel Hyakurenko into Zanei, and then juggle with Zetsuei as an ender. Of note is that Zanei into Zetsuei can be used at any time outside of this combo. Particular situations to look for this are as whiff punishment, or to punish unsafe moves from a distance such as Rufus CR. HP.

III. In Mantis Style: ST. MP, ST. HP (one hit) ▷ MK ▷ EX Hyakurenko and then combo either:

CR. HK
256 damage, 362 stun
↺ ↺ + P P P
427 damage, 561 stun

A combo off of Gen's ST. MP. This is a good combo off of a jump-in, or a ST. MP used as a frame trap, which is an excellent normal to do so since it is +5 frames on block. If you use the Shitenketsu Ultra, a portion of the damage done will be recoverable gray damage, similar to if you have absorbed a move with a Focus Attack.

IV. In Crane Style: CR. LP, CR. LP, CR. LK, ↻ ↻ + HP

364 damage, 212 stun.

Gen's Crane Style combo off of a CR. LP. Should you land a Crane Style CR. LK in any context, you can land this Super Combo. Should you have Ultra I available, you can combo into that off of Super for additional damage.

V. In Crane Style: Against an airborne opponent, jump forward HK ▷ HK and then combo either:

Land, ↓↓ + K K K
429 damage, 250 stun
Land, ↓↓ + K
406 damage, 250 stun

Gen's combo options should you land an air-to-air Crane Stance HK ▷ HK. While it takes a great deal of concentration to air-to-air a jump-in, this is a highly-damaging option should you have a good read on an opponent's jump.

VI. In Crane Style: Oga into any dive angle K, then combo either:

In Mantis stance ←↙ + HK
251 damage, 276 stun
In Mantis Style: CR. HK
185 damage, 250 stun

Your combo options should you land an Oga. Typically, you will be looking to land an Oga into one of the various kick follow-ups on the opponent's wakeup as an ambiguous cross-up. If you have full Super Gauge, you can stop the Gekiro kicks early (after 5 kicks if you are performing HK Gekiro) and then juggle with the Crane Super Combo after you land. If you go for the sweep, you can try to time another LK Oga at the wall behind your opponent, then cross-up with Far Kick to continue mixing them up.

VII. In Crane Style: Jump forward HK ▷ HK (start charging ↙), CR. LP, CR. MP ▷ →↓↘ + HP ▷ lv.1 EX Red Focus ▷ backdash, ↶~ ↓↓ + K K K in the air

449 damage, 496 stun

A damaging combo, if you have meter for a Red Focus cancel. Of note is that after any Jyasen you can Red Focus cancel the last hit to attain a crumple. In order to hit the Teiga, you should dash backwards after the Red Focus and then perform the Teiga as low to the ground as possible. One easy way to install a jump into the Ultra's motion is to roll to ↶ as the end of the first ↓ motion before finishing with another ↓.

VIII. In Mantis Style: CR. LK ▷ CR. MK ▷ ↓↓ + HP and then combo either:

←↙ + HK
400 damage, 235 stun
↓↓ + P P P
543 damage, 150 stun

A good combo, if you land the low-hitting target combo. This can be confirmed off of a CR. LK. A good use for this is off of an empty jump when the opponent was expecting that they needed to block high.

IX. In Crane Style in the corner: Counter hit CR. HP, ↓↓ + K

545 damage, 375 stun

Gen's new combo, should you land a counter-hit CR. HP. This normal move is very slow but deals massive damage and stun. If you have a good sense of the opponent's timing or need to make a comeback, this move can have high payoff.



GOUKEN

First appearance: *Street Fighter IV* (2008)



Data

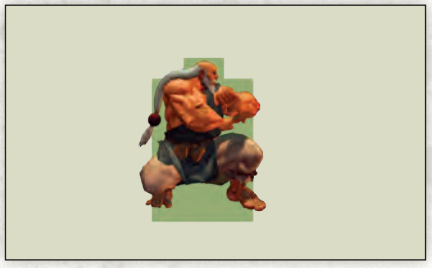
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	1000	B
Forward Walk Distance per frame	0.045	B
Backward Walk Distance per frame	0.03	C
Dash Duration	16	A+
Dash Distance	1.09095	C-
Backdash Duration	8 invincible, 8 airborne, 9 recovery	A
Backdash Distance	0.8	D
Pre-jump Frames	4	A
Vertical Jump Duration	36	B
Diagonal Jump Distance	1.925	B

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3

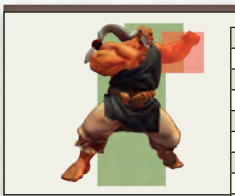


Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	11
ON HIT	+7
ON BLOCK	+4
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	16
ON HIT	+4
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	35
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 70
STUN	125, 200
STARTUP	4
ACTIVE	5 (1) 3
RECOVERY	15
ON HIT	+5 (+4)
ON BLOCK	+0
CANCEL	SU

NOTES Only cancelable on 1st hit, less advantage on crouching opponent

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	11
ON HIT	+5
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	5
RECOVERY	13
ON HIT	+4
ON BLOCK	+0
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	75
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	19
ON HIT	+0
ON BLOCK	-3
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	14
ON HIT	+3
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	22
ON HIT	-3
ON BLOCK	-8
CANCEL	SP, SU

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	4
RECOVERY	9
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	4
ACTIVE	3
RECOVERY	16
ON HIT	-2
ON BLOCK	-5
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	18
ON HIT	—
ON BLOCK	-3
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	85
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	105
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility, juggle potential 1

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Angled jumping MP



HITS	2
BLOCK LEVEL	H
DAMAGE	50, 30
STUN	50,50
STARTUP	4
ACTIVE	2, 2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~7f lower body projectile invincibility, 1st hit puts airborne opponent in free juggle, 2nd hit puts airborne opponent in limited juggle, 2nd hit juggle potential 1, only cancelable on 1st hit, soft knockdown on airborne opponent

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	7
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility, soft knockdown on airborne opponent, juggle potential 1

NORMAL THROWS

Gouken's throws add a great deal to his game. His forward throw sets you up to safely approach with Hyakkishu. Against some characters, you can time a Hyakki Gojin (↙ + K ▷ K) to hit in front or back. These setups are typically character dependent but are a useful tool with practice. You can also attempt to mix-up your opponent by dashing forward after throw, whiffing a standing LP, and executing MK Hyakkishu. From here, you are at the perfect space to land a Hyakki Gosai (↙ + MP, LP + LK), or you can opt for a Hyakki Gojin. Gouken's kara throw is performed with standing HK and should be input the moment before the throw command to give him slightly more distance.

Gouken's back throw is unique in that it puts the opponent in a free juggle state, and it also needs to be teched later. Because of this, you can utilize a variety of follow-ups to suit your needs at the time, be it more damage, stun, superior positioning, or a potential setup. More details can be found in Combo IV. If your Ultra Gauge is full, the massive damage off a back throw is particularly threatening.



Raikotokyaku LP + LK

DAMAGE	140
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.919

Amaoroshi ↩ + LP + LK

DAMAGE	1
STUN	0
STARTUP	5
ACTIVE	2
RECOVERY	24

NOTES Range 0.9, puts opponent in free juggle state

FOCUS ATTACKS

Gouken's Focus Attack is strong in many ways. Not only is the distance respectable, but it is also an easy way for you to combo into heavy attacks, which is where you can attain the most sizeable damage. The other unique aspect of Gouken's Focus is that it leaves him at neutral frames on block at level 1. This is extremely rare, and the reward for having the opponent block a level 1 Focus is high, since you will be point-blank in the opponent's face with the threat of a heavily-damaging throw or potential frame trap. A smart opponent here will be using throw after blocking the Focus Attack since it beats any 3-frame normal (Gouken's fastest move), so if you note this, utilize an invincible EX Tatsumaki Gorasen to force an opponent to respect your options.

While Gouken does not gain much offensively through the use of EX Red Focus cancels, Red Focus does have uses defensively as you can use the Red Focus to punish obvious normals canceled into non-Focus breaking special moves such as E. Honda's crouching LP ▷ HP Hundred Hand Slap, and multi-hit specials that don't break armor like Akuma's jumping EX Zanku Hadoken.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (0)
ON BLOCK	-21 (0)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	85
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+6)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	98
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (0)
ON BLOCK	-21 (0)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	128
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+6)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

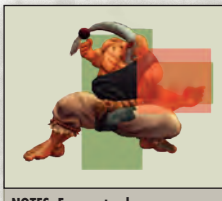
HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Sakotsukudaki

▷ + MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	17
ACTIVE	4
RECOVERY	13
ON HIT	2
ON BLOCK	-3
CANCEL	–

NOTES Forces stand

Tenmakujinkyaku

At peak of forward jump ↗ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	–
ON HIT	+9 MAX
ON BLOCK	+6 MAX
CANCEL	–

NOTES –

Sakotsukudaki: Gouken's overhead attack that must be blocked high. You can time this attack to hit meaty or later in its active frames and link into a CR. LP. Look to Combo IX for more details.

Tenmakujinkyaku: A dive kick-like alternative off of Gouken's normal jump. Given that this move alters Gouken's trajectory slightly, it can be a good way to throw off an opponent's anti-air timing. Should the opponent expect a cross-up jumping MK, you can use this move to come down in the front and catch an opponent off guard.

SPECIAL MOVES

Gohadoken ↓↘→ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	55
STUN	50
STARTUP	17
ACTIVE	–
RECOVERY	25
ON HIT	6
ON BLOCK	2
CANCEL	SU

NOTES Puts airborne opponent in free juggle state

LP



MP



HP

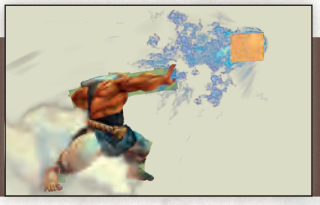


Gohadoken charge ↓↘→ + hold P

HITS	2
BLOCK LEVEL	HL
DAMAGE	55,55
STUN	50,50
STARTUP	68
ACTIVE	–
RECOVERY	26
ON HIT	13
ON BLOCK	9
CANCEL	SU

NOTES Fireball active 7f after you release punch, puts airborne opponent in free juggle state







EX Gohadoken

↓ + P P





HITS	2
BLOCK LEVEL	HL
DAMAGE	60,60
STUN	80,80
STARTUP	17
ACTIVE	–
RECOVERY	39
ON HIT	–
ON BLOCK	4
CANCEL	SU

NOTES 2nd projectile released on recovery frame 17, only cancelable on first projectile, puts airborne opponent in free juggle state, 2nd hit puts standing opponent in free juggle state

EX Gohadoken charge

↓ + hold P P

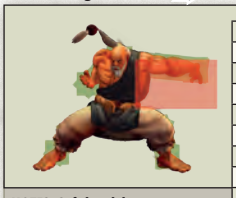
HITS	4
BLOCK LEVEL	HL
DAMAGE	60X4
STUN	80X4
STARTUP	68
ACTIVE	–
RECOVERY	40
ON HIT	–
ON BLOCK	13
CANCEL	SU

NOTES 2nd projectile released on recovery frame 19, only cancelable on first projectile, 3rd hit puts standing opponent in free juggle state, puts airborne opponent in free juggle state

Gohadoken: Gouken's "fireball." Gouken throws a projectile at one of three angles depending on the button pressed. Gouken can charge the Gohadoken by holding down the button used, and upon being fully charged, he will release it and it inflicts 2 hits instead of 1. Gouken can release the fireball before it is fully charged, which can be great against an opponent trying to react to the startup of Gohadoken. All versions of the fireball travel at the same speed. All of the fireballs create a juggle state, that you can follow up to various degrees of effectiveness depending on when and where the Gohadoken makes contact on the screen. The LP Version travels horizontally across the screen; the MP Version travels diagonally upward at approximately a 30 degree angle; the HP Version travels diagonally upward at approximately a 45 degree angle. The EX Version of Gohadoken releases two fireballs, one being the LP version immediately followed by the MP version.

LP Senkugoshoha

← + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	9
ACTIVE	40
RECOVERY	21
ON HIT	–
ON BLOCK	-4
CANCEL	SU

NOTES Soft knockdown, armor break, puts opponent in limited juggle state



MP Senkugoshoha

← + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	21 (16 MIN)
ACTIVE	4
RECOVERY	23
ON HIT	–
ON BLOCK	-6
CANCEL	SU

NOTES 4~13f invincible (4~8f invincible close to opponent), soft knockdown, armor break, puts opponent in limited juggle state

HP Senkugoshoha

← + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	27 (17 MIN)
ACTIVE	4
RECOVERY	23
ON HIT	–
ON BLOCK	-6
CANCEL	SU

NOTES 5~19f invincible (5~9f invincible close to opponent),soft knockdown, armor break, puts opponent in limited juggle state

Senkugoshoha: Gouken slides across the screen and strikes the opponent with his palm. As Gouken is traveling across the screen, Senkugoshoha has limited invincibility that initiates on frame 5 and continues until Gouken begins the palm strike. Senkugoshoha will travel a set distance depending on the buttons used; however, upon entering an opponent's proximity, the palm strike will trigger regardless. This is a great tool for passing through predictable projectiles, but should not be used for its invincibility outside of travelling through projectiles, since Gouken is easily punished while the palm strike is coming out. Senkugoshoha has armor-breaking capabilities, and is the easiest way for you to follow up a Gohadoken that hits an airborne opponent for additional damage (outside of Denjin Hadoken).

The LP version travels no distance. Gouken stands in place and quickly executes a palm strike; the range on this attack was slightly improved in *Ultra Street Fighter IV*. The MP version causes Gouken to travel roughly one-third of the screen before initiating a palm strike. The HP version causes Gouken to travel roughly half screen before initiating a palm strike and is the preferred version for punishing projectiles. The EX version of Senkugoshoha is special in that after the initial palm strike Gouken will uppercut his opponent high into the air, allowing you to follow up for a combo (see Combo II and Combo V for combo options). Using EX Senkugoshoha is Gouken's main way to inflict damaging combos.





EX Senkugoshoha

← + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 100
STUN	60, 50
STARTUP	32 (17 MIN)
ACTIVE	4 (11) 4
RECOVERY	22
ON HIT	–
ON BLOCK	-5
CANCEL	SU

NOTES 5~24f invincible (5~9f invincible close to opponent),soft knockdown, armor break, 1st hit puts airborne opponent in limited juggle state, 2nd hit puts opponent in a free juggle state



LK Tatsumaki Gorasen

↙ + LK

HITS	3
BLOCK LEVEL	HL
DAMAGE	60, 20, 40
STUN	100, 25, 25
STARTUP	7
ACTIVE	2 (8) 2 (10) 2
RECOVERY	41+26 ON GROUND
ON HIT	–
ON BLOCK	-70
CANCEL	SU

NOTES 9~71f airborne, soft knockdown, first hit puts opponent in free juggle state, 2nd and 3rd hits juggle potential 2 and 3



MK Tatsumaki Gorasen

↙ + MK

HITS	4
BLOCK LEVEL	HL
DAMAGE	65, 20, 20, 50
STUN	100, 25X3
STARTUP	10
ACTIVE	2 (8) 2 (8) 2 (10) 2
RECOVERY	44+26 ON GROUND
ON HIT	–
ON BLOCK	-83
CANCEL	SU

NOTES 12~87f airborne, soft knockdown, first hit puts opponent in free juggle state, hits 2~4 have juggle potential 1~3



HK Tatsumaki Gorasen

↙ + HK

HITS	5
BLOCK LEVEL	HL
DAMAGE	70, 20X3, 55
STUN	100, 20X3, 40
STARTUP	13
ACTIVE	2 (8) 2 (7) 2 (8) 2 (11) 2
RECOVERY	53+26 ON GROUND
ON HIT	–
ON BLOCK	-102
CANCEL	SU

NOTES 15~109f airborne, soft knockdown, first hit puts opponent in free juggle state, hits 2~5 have juggle potential 1~4



EX Tatsumaki Gorasen

↙ + K K

HITS	8
BLOCK LEVEL	HL
DAMAGE	80, 10X6, 60
STUN	100, 10X6, 40
STARTUP	5
ACTIVE	2 (8) 2 (2) 2 (2) 2 (2) 2 (2) 2 (2) 2 (5) 2
RECOVERY	53+26 ON GROUND
ON HIT	–
ON BLOCK	-98
CANCEL	SU

NOTES 1~6f invincible, 7~96f airborne, soft knockdown, armor break, first hit puts opponent in free juggle state, hits 2~8 have juggle potential 1~7



Tatsumaki Gorasen: Gouken spirals directly upward spinning his leg for a multi-hitting hurricane kick that drags the opponent up with him before spiking them across the screen with one final kick. The startup of Tatsumaki Gorasen and the number of kicks Gouken performs depends on the button strength pressed. The primary use for the normal versions of this move is combo filler, but it can also be used as an anti-air against certain jump angles.

The EX version of Tatsumaki Gorasen in *Ultra Street Fighter IV* does not go over crouching opponents, so it is now an extremely viable invincible reversal. The initial kick has great reach, so EX Tatsumaki Gorasen is a very effective anti-air against most jump attacks even from very far away. If an opponent jumps over your Gohadoken, you can dash forward and use this move to catch opponents at a distance from which they likely thought they were completely safe. You can also FADC Tatsumaki Gorasen to land further damage (see Combo VIII for details).



LK Airborne Tatsumaki Senpukyaku

During jump ↙ + LK

HITS	3
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	2 (4) 2 (3) 2
RECOVERY	20 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Puts opponent in limited juggle state, soft knockdown

MK Airborne Tatsumaki Senpukyaku

During jump ↙ + MK

HITS	5
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	6
ACTIVE	2 (4) 2 (3) 2 (4) 2 (3) 2
RECOVERY	20 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Puts opponent in limited juggle state, soft knockdown

HK Airborne Tatsumaki Senpukyaku

During jump ↙ + HK

HITS	7
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	6
ACTIVE	2 (4) 2 (3) 2 (4) 2 (3) 2 (4) 2 (3) 2
RECOVERY	20 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Puts opponent in limited juggle state, soft knockdown

EX Airborne Tatsumaki Senpukyaku

During jump ↙ + K K

HITS	7
BLOCK LEVEL	H
DAMAGE	140
STUN	200
STARTUP	6
ACTIVE	2 (4) 2 (3) 2 (4) 2 (3) 2 (4) 2 (3) 2
RECOVERY	20 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Puts opponent in limited juggle state, soft knockdown

Tatsumaki Senpukyaku: If you input ↙ + K in the air, Gouken travels horizontally like a Ryu or Ken hurricane kick. You can cancel into this from 1 hit of Gouken's jumping MP. You can catch an opponent by surprise by using this move as an escape option; however, use it sparingly because it is easily punishable if your opponent expects it.

Hyakkishu ↘ + K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	39
ON HIT	–
ON BLOCK	–
CANCEL	SEE NOTES

NOTES 5~39f airborne, 27~37f can cancel into Goheki, Gojin, or Gosai

EX Hyakkishu ↘ + K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	39
ON HIT	–
ON BLOCK	–
CANCEL	SEE NOTES

NOTES 1~25 invincible, 5~39f airborne, 27~37f can cancel into Goheki, Gojin, or Gosai

Hyakkishu: Gouken performs a forward flip into the air and then (upon entering his descent) can follow up with a variety of attacks. The distance that the Hyakkishu travels depends on the button pressed for the initial jump. Depending on the button pressed, Gouken will go into a different follow-up.

The EX version of Hyakkishu has a humongous amount of invincibility and also tracks to the opponent's location. A prudent opponent will be able to punish this if they are looking for it, so it should be used sparingly. The primary use for this is to punish a predictable full-screen fireball by following up into the Hyakkishu throw follow-up.

Hyaki Gohzan During Hyakkishu no input



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	4
ACTIVE	11
RECOVERY	20
ON HIT	–
ON BLOCK	-13
CANCEL	–

NOTES Hard knockdown

Hyakki Goheki During Hyakkishu (P)



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	4
ACTIVE	UNTIL GROUND
RECOVERY	6 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Armor active from 4f

Hyakki Gojin During Hyakkishu (K)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	4 ON GROUND
ON HIT	+17 MAX
ON BLOCK	+12 MAX
CANCEL	–

NOTES Forces stand



Hyakki Gohzan (No input): By pressing no buttons after Hyakkishu, Gouken will perform a sliding low sweep. Hyakki Gohzan is typically a risky follow-up. The main use of this move is to get additional damage from a fireball that hits an opponent out of the air from a distance that Senkugoshoha will be unable to convert from.

Hyakki Goheki (P): Gouken performs a parry in the air, which can absorb a single hit. Similar to Gouken's Kongoshin, armor-breaking attacks will beat this move outright. This is an effective way to approach should the opponent use anti-air options that only hit once. Be wary of matchups where the opponent's go-to anti-air is multi-hitting.

Hyakki Gojin (K): Gouken briefly stops his jump trajectory and descends with a downward dive kick. The kick is active until it reaches the ground and is safe on block. The dive kick itself is difficult to anti-air correctly because of its hitbox. Most opponents will try to hit Gouken out of the initial flip, so pressuring with the dive kick is best attempted after Gouken knocks down the opponent. This attack can also be blocked low, despite it being an aerial attack. Given the sizable hitstun of this move, Gouken should confirm into either a ST.MP or ST.HP (see Combo II or Combo V).

Hyakki Gosai During Hyakkishu (LP) + (LK)



HITS	2
BLOCK LEVEL	–
DAMAGE	50, 100
STUN	160
STARTUP	3
ACTIVE	2
RECOVERY	12 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown

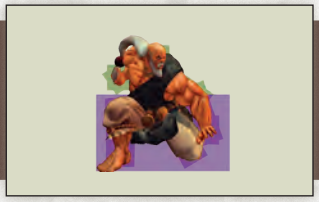
Hyakki Gosai (LP + LK): Gouken grabs his opponent, flips off of them, and descends with a falling chop. The throw needs to be spaced very precisely, and should it whiff, Gouken is very open to punishment. The throw is very damaging and sets up a hard knockdown for a potential cross-up MK attempt.

Kongoshin ↻ + (P)

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	1
ACTIVE	14
RECOVERY	18
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f armor, LP version guards low, MP version guards mid, HP version guards high, EX version guards full body

LP



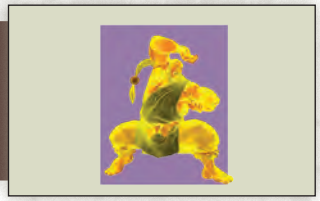
MP



HP



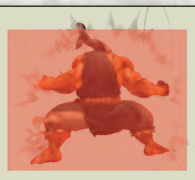
EX



Kongoshin: Gouken's "counter." Gouken positions his arms to absorb an opponent's attack and then punches out with his arms at breakneck speed both in front and behind him. Based on the button used, Gouken will be able to counter a certain set of attacks.

LP Kongoshin counters low attacks, MP Kongoshin counters mid-hitting attacks, and HP Kongoshin counters high attacks such as jumping attacks. The EX version of Kongoshin Counters all attacks that do not break armor.

Activated Kongoshin Kongo armor absorbs a hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	1
ACTIVE	10
RECOVERY	43
ON HIT	–
ON BLOCK	–
CANCEL	SU

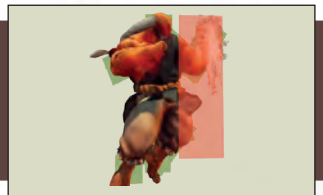
NOTES 7~21 invincible, armor break, puts opponent in free juggle state

Upon being struck with the correctly-countered attack, Gouken will take gray recoverable damage. After the hit is absorbed, Gouken will be completely invincible up until he executes the follow-up strike. Given that this move comes out in 1 frame, it is useful in its ability to dissuade safe jump attempts, and in punishing an opponent who thinks that they can safely jump over Gohadokens. The LP and EX Kongoshin are useful in their ability to catch an opponent's crouch tech (CR.LP + CR.LK) given that they catch a large window of potential crouch tech timings. Since Kongoshin has sizeable recovery, be careful in errantly throwing it out unless you have a strong read on your opponent.

SUPER & ULTRA COMBOS

Super Combo: Forbidden Shoryuken: Gouken performs a multi-hitting uppercut. This is a good Super, since it comes out in 3 frames and can combo off of his back throw, Kongoshin, or Senkugoshoha. Given that Gouken is very meter reliant on both offense and defense, it is rare to have meter for this unless you are really winning based off of his zoning game.





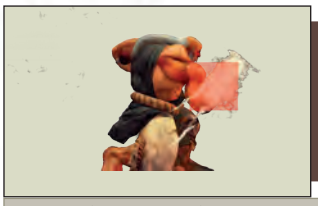
NOTES 1~4f invincible, 5~51f airborne, armor break, hard knockdown, sequential juggle potential starting with 2nd hit i.e. 2nd hit juggle potential 1, 4th hit juggle potential 3

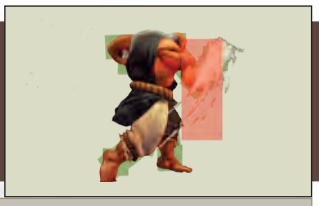
Forbidden Shoryuken

↻ ↻ (P)

HITS	7
BLOCK LEVEL	HL
DAMAGE	85, 40, 5, 60
STUN	0
STARTUP	1+2
ACTIVE	3, 2, 3, 3, 2, 3, 4
RECOVERY	30+31 ON GROUND
ON HIT	–
ON BLOCK	-57
CANCEL	–

UCI: Shin Shoryuken: Gouken unleashes a vicious multi-hitting uppercut. Shin Shoryuken will go into a damaging and brutal-looking cinematic should the initial hit make contact. If the initial hit does not make contact, Gouken will ascend upward with a standard-looking uppercut for less damage. One of the main uses of this Ultra is to grant Gouken extremely high damage off of his back throw (see Combo IV). Any combo in the corner that ends with the opponent in a juggle state can also lead to Shin Shoryuken as illustrated in Combo V. Other ways to combo into Shin Shoryuken include off of a 1-hit air-to-air medium punch, any Tatsumaki Gorasen FADC, or mid-screen against larger characters by dashing forward after EX Senkugoshoha for a non-cinematic Shin Shoryuken.



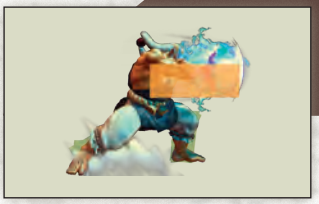


Shin Shoryuken



HITS	3
BLOCK LEVEL	HL
DAMAGE	135, 48X6, 90 (135, 173, 195)
STUN	0
STARTUP	0+11
ACTIVE	2, 3, 3, 2, 3, 3, 2, 4
RECOVERY	42+51 ON GROUND
ON HIT	–
ON BLOCK	-89
CANCEL	–

NOTES 1~12f invincible, 13~74f airborne, sequential juggle potential starting with 2nd hit, first hit leads to cinematic on hit



Denjin Hadoken level 1



HITS	4
BLOCK LEVEL	HL
DAMAGE	60X3, 120
STUN	100X4 (50X4)
STARTUP	0+13
ACTIVE	–
RECOVERY	62
ON HIT	–
ON BLOCK	-9
CANCEL	SU

NOTES 1~12 strike invincible, puts opponent in free juggle state, hard knockdown, lower stun on block, cannot stun on block

Denjin Hadoken level 2



HITS	5
BLOCK LEVEL	HL
DAMAGE	60X4, 120
STUN	100X5 (50X5)
STARTUP	3+15
ACTIVE	–
RECOVERY	60
ON HIT	–
ON BLOCK	+1
CANCEL	SU

NOTES 1~3 strike invincible, puts opponent in free juggle state, hard knockdown, lower stun on block, cannot stun on block

Denjin Hadoken level 3



HITS	6
BLOCK LEVEL	HL
DAMAGE	60X5, 120
STUN	100X6 (50X6)
STARTUP	22+15
ACTIVE	–
RECOVERY	58
ON HIT	–
ON BLOCK	+11
CANCEL	SU

NOTES 1~3 strike invincible, puts opponent in free juggle state, hard knockdown, lower stun on block, cannot stun on block



Denjin Hadoken level 4



HITS	7
BLOCK LEVEL	HL
DAMAGE	60X6, 120
STUN	100X7 (50X7)
STARTUP	42+15
ACTIVE	–
RECOVERY	56
ON HIT	–
ON BLOCK	+21
CANCEL	SU

NOTES 1~3 strike invincible, puts opponent in free juggle state, hard knockdown, lower stun on block, cannot stun on block

Denjin Hadoken level 5



HITS	8
BLOCK LEVEL	HL
DAMAGE	60X7, 120
STUN	100X8 (50X8)
STARTUP	0+80
ACTIVE	–
RECOVERY	54
ON HIT	–
ON BLOCK	+31
CANCEL	–

NOTES 1~3 strike invincible, puts opponent in free juggle state, hard knockdown, lower stun on block, cannot stun on block

UCII: Denjin Hadoken: Gouken unleashes a very fast fireball which can be charged for more damage and stun. Hold the buttons to charge for up to 8 hits. Rotating the controller will increase the speed of the fireball (there are three different speeds). This is one of the few Ultras that causes stun on hit. On block, it is the only Ultra that can cause stun; however, it will only be half the stun of a Denjin Hadoken that hits. If by connecting with Denjin Hadoken the stun value exceeds what is needed to stun an enemy, the enemy will not be stunned; you will still need to land another hit. If Denjin Hadoken hits a grounded opponent, you can follow up the wall bounce with an attack. You can combo into Denjin Hadoken from a jumping (MP), EX Senkugoshoha, an aerial fireball hit, and Senkugoshoha FADC (and without FADC in the corner).

Recommended Ultra Choice: Matchup/Preference Dependent

Gouken's Ultra of choice depends largely on the matchup, individual style, and preference. If you are trying to play more of a long-distance zoning game, then Denjin Hadoken is likely optimal. Denjin lets Gouken convert into extra damage and stun should he anti-air with a fireball, thus making it ideal against grapplers or opponents Gouken doesn't necessarily want to get in close against. If your game plan in a given matchup is to get in close and push the opponent to the corner, especially if you are able to get in and threaten with back throw, then Shin Shoryuken's superior damage can be a tempting prospect. Preference does come into play, though; for instance, if you are against a low-stun character, you might opt for Denjin Hadoken. Essentially, other than against a grappler where you will be playing a heavy zoning game, it is up to you to determine whether you would rather have the heavier damage that Shin Shoryuken grants you, or the lesser damage but extra stun that Denjin Hadoken provides. The Ultra Combo Double choice here somewhat marginalizes both choices, since, for the most part, you would use the Ultras in the same situations. Of note though is that the stun from Denjin Hadoken remains the same with W Ultra on.

Overview



PROS:

- Very strong zoning game revolving around Gohadoken
- Excellent CR. HK which leads to strong pressure on the opponent's wakeup
- Heavy combo damage off of non-light attacks especially in the corner
- Good Focus Attack that allows Gouken to be at neutral frames at Lvl.1 on block
- Back throw nets him high damage

CONS:

- Light attack openers do not lead to any really damaging combo
- Limited defensive options especially without meter; his Kongoshin is risky and his backdash is poor
- His offense is pretty one-dimensional and has a hard time getting in safely if he can't land a knockdown

Gouken is a very versatile character that can play a good long-distance zoning game, but can also really put on the hurt up-close. Gouken's mid-range tools are decent enough to engage in an effective ground game; however, at this distance, his game is mostly predicated upon landing a sweep to either safely get in on the opponent, or to reestablish space.

Your objective is to utilize his strong zoning game and select strong mid-range tools to earn chances to approach the opponent and land heavy damage. Achieve this by:

- Putting up a wall of Gohadokens that the opponent must navigate; if the opponent cannot navigate them, Gouken wins by default; in trying to navigate them, Gouken can force mistakes and get a knockdown
- Utilizing his amazing sweep to set up knockdowns in which Gouken can safely pressure with Hyakkishu
- Using his very quick forward dash to sneak in during moments where the opponent demonstrates hesitation
- Landing a level 1 Focus Attack on block, which leaves Gouken at an even frame situation

GOUKEN'S TUNING HISTORY

Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
CL. HP damage reduced from 105 to 100	—
CL. HP damage reduced from 125 to 90	—
ST. HP active frames increased from 2 to 3, recovery reduced from 16 frames to 15, advantage on hit reduced from +4 to +2	Less advantage on hit, more potential for an opponent to get hit meaty, less likely to be whiff punished
ST. HK recovery reduced from 21 to 19, advantage on block changed from -5 to -3, advantage on hit changed from -2 to 0	Less likely to be whiff punished, safer on block and on hit
CR. LP damage decreased from 30 to 20	—
CR. HP damage decreased from 100 to 80	—
CR. LK startup frames reduced from 6 to 5	Slightly faster poke
CR. MK advantage on hit increased from -2 to 0	Slightly safer on hit when not canceled
LP, MP, HP Hadoken damage decreased from 70 to 55	—
LP, MP, HP Charge Hadoken damage decreased from 60, 60 to 55, 55	—
EX Senkugoshoha damage reduced from 100, 60 to 90, 60	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
CL. MP damage reduced from 75 to 65, advantage on block increased from +1 to +4, advantage on hit increased from +4 to +7	Additional frame advantage allows for more damaging combos on hit
CL. MK startup frames decreased from 5 to 3, recovery reduced from 18 to 15, advantage on block increased from -3 to 0, advantage on hit increased from +2 to +5	Easier to beat out fast attacks and throws, more advantageous on block
ST. MP advantage on block increased from -1 to +1	From slight disadvantage to slight advantage, generally safe to attack again on block if Gouken's still in range
CR. MK advantage on hit reduced from 0 to -2	Less safe on hit
Jumping HP gained juggle potential 1, now soft knockdown on airborne opponents	Useful as a follow up to air-to-air jump MP
Backthrow damage increased from 0 to 1	Now counts as an attack for damage scaling purposes
LP Senkugoshoha damage increased from 120 to 90, stun increased from 200 to 150, startup decreased from 21 frames to 9, recovery reduced from 23 frames to 21, advantage on block changed from -6 to -4, forward movement reduced	Now combos off of attacks with less hitstun such as CR. LP
EX Tatsumaki Gorasen pulls opponent inward on hit	Reduced likelihood of opponent dropping out of the move
Kongoshin command changed to ↷ + P, now the 3 different versions only match with a specific attack height	Now have to know where the attack will hit: an exceptionally deep jumping attack could be countered mid or even low
Ultra I cinematic version damage increased from 368 to 503, invincibility reduced from frames 1~13 to 1~12	Slightly less invincible on startup

Arcade Edition to 2012 Update

CHANGE	EFFECT
CL. HK active frames changed from 2 (4) 3 to 5 (1) 3	First hit has increased active frames with a smaller gap in the middle
ST. MP advantage on hit increased from +4 to +5	Gives combos easier links
ST. HP active frames increased from 3 to 5, recovery reduced from 15 frames to 13	Attack stays out longer allowing opponent to get hit meaty
CR. HP advantage on hit changed from -4 to -3	Slightly safer on hit
↷ + MP active frames increase from 2 to 4, hitbox extended downward, hurtbox reduced on upper arm	More likely to hit opponent meaty
LP Senkugoshoha hitbox extended forward	Hits from further away
MP Senkugoshoha damage reduced from 130 to 120, distance travelled now matches *SFIV* LP version	—
HP Senkugoshoha damage reduced from 140 to 130	—
All versions of Kongoshin stun increased from 150 to 200	—
Super startup reduced from 1+10 to 1+2	Much faster on startup making it much more useful for anti-air and can now beat deep safe jumps landing in front of Gouken
Ultra II all versions damage increase by 45, charging to higher levels no longer based on how much Revenge Gauge Gouken has, can start mashing directions during Ultra flash	Can charge to level 3 before the Ultra flash ends

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
ST. LK now special and Super cancelable	Now combos into LP Hadoken and LP Senkugoshoha
CR. LP startup reduced from 4 frames to 3	Allows Gouken to have a 3-frame normal from distances further than CL. MK allows enabling new combos
CR. MP changed from +1 to +3	Can now link CR. LP after CR. MP for a hit confirm combo
Back throw untechable timing period now techable	Opponent able to quick rise if Gouken doesn't combo off of his back throw
Kongoshin no longer activated with ↷ ↶ ↷ + P shortcut	Less accidental Kongoshins while walking
Hyakki Gosai stun reduced from 200 to 160	—
LP Senkugoshoha forward movement slightly increased	Increases usefulness in combos
EX Tatsumaki Gorasen startup reduced from 7 frames to 5, invincibility time reduced from 8 frames to 6, hitbox expanded downward and forward	Allows Gouken more time to react to a jumping attack before anti-airing his opponent

LONG RANGE

The core of Gouken's long-range game revolves around the use of his Gohadoken. Gouken's projectile zoning game is unique: although his fireball speed is unchanged regardless of the button pressed, he can throw Gohadokens at different angles, and also choose to charge one and release it later. While the recovery on Gohadoken is excellent, the startup on Gohadoken is somewhat slow. An opponent may try to jump a typical slower startup fireball on reaction, but since you can angle Gouken's fireballs upward or delay them, there is an inherent risk for the opponent to simply react to the startup. This allows a Gouken player to simultaneously be able to control space both on the ground and in the air at most distances. Gouken's Kongoshin also complements his Gohadoken game since it is 1 frame. If an opponent tries to land a sneaky jump-in over Gouken's LP Gohadoken, Kongoshin can snag jump attacks that would be safe against other projectile-based characters.

If an opponent allows Gouken to throw Gohadokens at full screen unchallenged, Gouken will have little trouble winning the match. Outside of this situation, the best place for Gouken to throw fireballs is just outside the range where the opponent can punish with a jump attack into a combo, or at a closer range where the opponent cannot react to a Gohadoken. Ideally, Gouken wants to pressure with fireballs at these ranges, and as the opponent blocks them or moves backward, Gouken should move forward to simultaneously maintain this ideal range and push the opponent to the corner.

Eventually, an opponent will take risks to approach Gouken, and one primary way an opponent will try to approach is by jumping over Gohadokens. Beyond half-screen distance, an opponent might think they can safely jump horizontal fireballs. You can stop this by dashing forward after the fireball and using EX Tatsumaki Gorasen. Gouken's forward dash is extremely fast, and the horizontal range on Tatsumaki Gorasen is deceptively long. This will snag almost all forward jumps at all but the farthest possible distance.

Should a fireball hit an aerial opponent at long distance, you can follow up with an HP Senkugoshoha, or a Hyakkishu into the Hyakki Gohzan follow-up. Landing either of these options allows for you to transition into your up-close pressure game safely. Gouken's most reliable meterless anti-air options are CR. HP and ST. MK.

Another way an opponent might try to approach is to Focus dash forward or to simply walk forward. If the opponent is walking forward, they are likely guarding a lot of Gohadokens, which nets you chip damage, meter, and frame advantage for more fireballs. Trying to read when an opponent's inevitable frustration will occur with a MP Gohadoken is a good idea here, since at long distances, this is hard for many characters to punish should they remain on the ground. If an opponent is prone to Focus dash through fireballs, you can often react to the dash with a CR. HK or EX Tatsumaki Gorasen to catch the opponent before they recover, since the recovery on Gouken's fireball is fast. In the same way that you can preempt an otherwise safe jump with his fast forward dash, you can follow the fireball with a forward dash to punish the opponent's dash forward. You can also Senkugoshoha into the foe's Focus Attack, which will break armor or perhaps catch their attempted backdash cancel.

If you are fighting against other projectile-based characters, the name of the game is patience and noting an opponent's tendencies. If the opponent falls into a predictable rhythm, fireballs can be punished by HP or MP Senkugoshoha, or an EX Hyakki Shu into the throw follow-up. HP and MP Gohadokens are risky in a projectile war given that that these will lose to a standard horizontal fireball. If the opponent shows hesitation in waiting to react to your fireball, this is when you can close distance with a forward dash. The threat of Focus absorbing an opponent's fireball, dashing forward, and using a CR. HK can dissuade an opponent from mindlessly throwing fireballs. Such moments of hesitation allow you to either dash forward or begin throwing your own fireballs, regaining frame advantage while simultaneously moving your opponent backwards.

Against characters with moves that pass through or circumvent projectiles, like Cammy's EX Spiral Arrow or Blanka's Amazon River Run, you must be even more attentive when a player is looking to capitalize via these options. When dealing with characters with tools like these, move to ranges where fireballs are hardest to react to. Here an opponent will have to strictly focus on using their anti-fireball moves and will often buffer motions in anticipation. Given that much of the opponent's mental energy is being spent on reacting to a fireball, they are likely not ready for a sneaky forward dash or jump. You can also try to bait such maneuvers by whiffing ST. LP or ST. MP which look similar to Gohadoken startup. Since an opponent must be fast to punish a fireball, they will often react to any twitch and you can then punish them.



MID-RANGE

While not his ideal distance, Gouken has some very good mid-range tools which are mainly to facilitate getting to a more optimal range. Gouken's CR. HK comes out in an incredible 6 frames and is only -3 frames on block, making a sweep that is not only incredibly fast, but safe to most characters at the ranges you will be using it. Once you have connected with the sweep, you can safely go into Hyakkishu pressure, or back up to create space for you to throw a meaty fireball on the opponent's wakeup.

Knowing that Gouken's CR. HK is such a powerful mid-range tool, a mindful opponent will base their options around beating the CR. HK. One way an opponent might do this is to try and whiff punish the sweep. Try to catch moments where you know that this is what an opponent is looking for. If the opponent is directly outside of the range of your CR. HK, it stands to reason that they are specifically looking to whiff punish. Since an opponent is looking to whiff punish here, they are likely not ready for a fireball. Look at mid-range fireballs like they are essentially a far-reaching poke, since at that range they are hard to react to. An opponent at mid-range looking to specifically jump or react to a fireball will, as you might imagine, transition to a range where reacting to a fireball is possible. Look for an opponent trying to transition to this more comfortable range and catch them by walking forward with CR. HK while they are moving. If you predict any sort of movement out of your opponent, keep in mind that they cannot block low.

If an opponent is looking to react to anything at all really, be it fireball, sweep, or otherwise, this allows for you to freely walk forward. A good tool when walking forward is Gouken's CR. MP ▷ + LP, which is further elaborated on in Combo III. By walking forward and pressuring with CR. MP, you can induce an opponent to take action. The premise of a good mid-range game is knowing precisely how far you can walk forward before an individual opponent will press a button. If an opponent is overly passive, you can often walk right up into their face for free, thus being at a range where Gouken can threaten with heavy damage. If an opponent is prone to stick out pokes to stop your approach, you can try to whiff punish with CR. HK, or counter hit the move should you have a particularly good idea of the opponent's timing. A great hit-check move that also stops the opponent from walking forward is Gouken's CR. LK. It covers great distance and has fast recovery. Should you know that CR. LK will hit, it can be comboed into EX Tatsumaki Gorasen as seen in Combo VIII.

Another mid-range tool for Gouken is his Focus Attack. On block at level 1, you can dash forward and be at even frames, which is incredibly rare. With Gouken's new 3-frame jab this allows you to continue pressure, which will be addressed more in the close-range section. The threat of Gouken's Focus Attack creates further apprehension for an opponent and gives them another thing that they have to look for. Since Gouken is very adept in creating hesitation in an opponent's mind at mid-range, this allows you to not only capitalize in the ways already mentioned but to also dash forward and be directly in the opponent's face. At 16 frames, Gouken's forward dash is one of the faster ones, especially for the distance it covers.

To combat jumps by the opponent at mid-range, Gouken's CR. HP can hit most angles with little problem. This move can also be canceled into a Gohadoken to create more space, or a Hyakkishu to apply pressure. Be wary of characters who have options that can punish these follow-ups. Against dive kicks or jumps from a distance where CR. HP will whiff, ST. MK and ST. HP are good options.

CLOSE RANGE

Gouken's close-range game is simple but effective. Close range is definitely where you can put on the most hurt, but on the other side of the coin, it is where Gouken struggles most on defense. As Gouken, you have three major goals on offense: to combo into EX Senkugoshoha (see Combo II and Combo V for details), land his back throw, or land some sort of knockdown to maintain and continue his pressure. Gouken's back throw is a unique threat that an opponent will be particularly mindful of. This leads to above-average damage for a throw, and massive damage should you have an Ultra stocked. Given that throw is such a threatening tool for Gouken, an opponent will be prone to take actions to beat it. Should an opponent try to stand tech, Gouken benefits from the later-than-normal tech window to break his back throw, which can be tricky for an opponent to get used to. If an opponent tries to crouch tech (CR. LK + LP), you can beat a large window of crouch tech timings with his LP Kongoshin. Kongoshin can be a risky option, so should you want to use a safer option, Gouken's CL. MP is an effective frame trap. On hit, CL. MP is +7, which allows Gouken to link a CR. HP and convert into the combo options found in Combo II. On block, CL. MP is +4 frames, which allows you to threaten with a potential CR. HK to beat any normal move an opponent may throw out. Once an opponent respects this option, Gouken can freely walk forward and threaten with back throw or another CL. MP. If an opponent is prone to backdash, you should be looking to CR. HK the opponent.

Once you get an opponent in the corner, pretty much all of Gouken's combo options lead to significantly more damage, since you can juggle with multiple fireballs as well as his Ultras (as seen in Combo V). Normals canceled into Gohadokens in the corner are particularly effective since the fireballs create positive advantage on block and don't push out the opponent. This allows you to maintain pressure, and should a fireball hit, he will be in range to connect with another normal such as CR. HK. The main thing you should be looking out for when pressing Gouken's offense in the corner is the opponent jumping out and leaving you in the corner with poor defensive options. Because of this, anti-airing should be highly prioritized.

On defense up close, Gouken has more of a struggle. His backdash is very poor, and his only invincible moves require meter. Although EX Tatsumaki Gorasen now hits crouching opponents, it is easily one of the most punishable moves in the game, so it is risky to throw out if you do not have 2 bars of meter to FADC it. EX Hyakki Shu also has heavy invincibility but similarly gives the opponent an eternity to punish. Kongoshin has inherent risks should your opponent not hit the proper button for the counter to activate, not hit a button at all, or throw you. Gouken's anti-airs are also hard to utilize against an opponent up close who would land on the other side of Gouken. Your strongest option against such jumps are jumping back and air-to-airing the opponent. Gouken's jump back HK is best here if you have time to hit it since it spikes the opponent down to the ground stopping their momentum. Gouken's fast forward dash can also be used to dash under opponents jumping at you in this manner. If Gouken is against a character with a dive kick, he has a decent crouch tech button which is his MK. By inputting CR. LP + LK + MK, Gouken has the ability to tech throw attempts and also kick upward, stopping low-to-the-ground dive kicks. To beat the MK crouch tech, opponents must commit to jumping higher; this gives you enough time to better anti-air with EX Tatsumaki or a backward jumping air-to-air.

Combos

I. CR. LP ▷ CR. LP ▷ ST. LP ▷ ST. LK ▷ CR. LK

116 damage, 205 stun

Gouken's standard meterless combo. While it does not deal too much damage, it pushes the enemy out a respectable distance. With Gouken's new 3-frame CR.LP, it has its uses should you hit with a CR.LP on defense. You can, as an alternative, now link the CR.LP to CR.LP ▷ ↙ + LP; however, this is a tricky 1-frame link that is distance dependent.

II. CL. MP, CR. HP ▷ ↙ + P P, and then juggle either:

↙ + HP
356 damage, 560 stun
↓ ↓ + K K K
455 damage, 660 stun

Gouken's combo of choice should he have 1 bar of meter. If you have no bar, simply replace the ↙ + P P with ↙ + MP. Common situations that you should go for this combo are off of a jump attack, after a Hyakki Gojin, after a Focus Attack, or off of a standing MP frame trap. On some characters, the pushback will make this combo inconsistent; an alternative is to simply start the combo with ST. HP or CR. HP Another option with no meter is to forego the CR. HP and link CL. MP into CR. HK for an advantageous hard knockdown.

III. CR. MP ▷ ↓ + LP ▷ FADC forward, CR. HK

205 damage, 230 stun

In *Ultra Street Fighter IV*, CR. MP ▷ ↓ + LP combos at most distances closer than the tip. Should you want to convert into a hard knock to safely get in, FADC into sweep is a good option. Should Gouken be able to combo into fireball at near point-blank range, you can combo into FADC then link CR. HP ▷ ↙ + P P, and then go into Combo II enders, or Combo V should the opponent be near the corner. After a hard knockdown, you can attempt a cross-up jumping MK or apply pressure with a Hyakkishu mix-up.

IV. Back throw, and then combo either:

↓ ↓ + P P P
404 damage, 0 stun
Jump Forward MP (one hit only), ↺ + K K
211 damage, 210 stun
↓ ↓ + P
346 damage, 0 stun
↺ + HK
186 damage, 200 stun

Gouken's standard combo options should allow you to land his back throw. Most of these options require you to wait until your opponent falls down a small distance. Other alternatives that are easier to hit, if you don't want to risk a miss are jumping MP (one hit) ▷ ↺ + K, or simply EX Tatsumaki Gorasen.

V. With opponent close to the corner, jump forward HP, ST. HP ▷ ↙ + P P, ↓ + HP, then combo either:

↓ + LP, CR. HK
442 damage, 610 stun
↓ ↓ + P P P
607 damage, 555 stun
↙ + LP, **jump backwards** HK
463 damage, 745 stun

Examples of standard Gouken combo enders should he land an EX Senkugoshoha in the corner. After the HP Gohadoken, you can also CR. HP ▷ ↙ + K for a reset into Hyakkishu mix-up. Against some opponents, you can get a deceptive Hyakki Gojin cross-up. The potential combo enders are very versatile here, so pay attention if you are looking for raw damage, to stun your opponent, or to capitalize on a knockdown or reset for a potentially larger payoff.

VI. ↜ + P ▷ ↓ ↓ + P

455 damage, 200 stun

Should Gouken have full meter, his Kongoshin suddenly becomes a far greater threat due to the massive damage you can get for canceling it into a Forbidden Shoryuken. Good times to go for Kongoshin include when the opponent crouch techs often, uses a mid-range poking tool too much, or jumps errantly.

VII. Gohadoken hits opponent in the air, then juggle with either:

↙ + MP
175 damage, 250 stun
↙ + MP ▷ ↓ ↓ + P
383 damage, 250 stun
↓ ↓ + K K K
295 damage, 300 stun

Gouken's combo options should you be able to connect with an opponent in midair with a Gohadoken. Note that aside from Denjin Hadoken most other possible follow-ups are very distance-dependent.

VIII. CR.LK and then combo either:

↺ + K K
240 damage, 250 stun
↺ + K K, FADC, ↓ ↓ + P P P
447 damage, 150 stun

Gouken's potential FADC combo should you hit his invincible EX Tatsumaki Gorasen. Given the range of CR. LK, this gives Gouken a damaging whiff punish. You can use CR. LK and ST. LK interchangeably here. Anytime you could hit an EX Tatsumaki Gorasen mid-combo this is also an option. Should you land a CL. HK, you can also link into the CR. LK.

IX. Hit meaty ↝ + MP, CR. LP ▷ ↺ + K K

220 damage, 350 stun

Gouken's combo should you land a meaty ↝ + MP. This is useful on an opponent's wakeup mainly. Due to Gouken's EX Tatsumaki Gorasen hitting crouching opponents, you can land some sizeable damage off of the ↝ + MP overhead now. Also of note is that, similar to Combo VIII, you can FADC into Ultra here.

GUILE

First appearance: *Street Fighter II* (1991)

Data

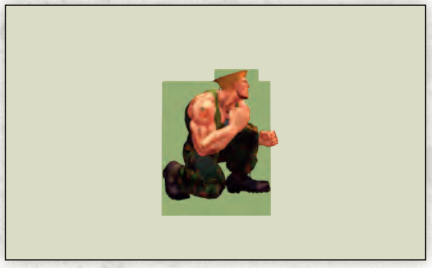
STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	900	D
Forward Walk Distance per Frame	0.05	A
Backward Walk Distance per Frame	0.04	A
Dash Duration in Frames	19	B
Dash Distance	1.32	B+
Backdash Duration in Frames	8 invincible, 11 airborne, 7 grounded (26 total)	B
Backdash Distance	0.98	C
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.75	C

W Ultra Damage 75%

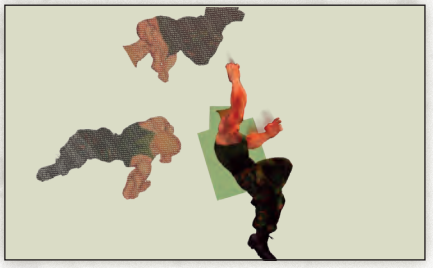
Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	4
ACTIVE	3
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (70)
STUN	200 (150)
STARTUP	5
ACTIVE	4
RECOVERY	15
ON HIT	+4
ON BLOCK	-1
CANCEL	SP, SU

NOTES Lower damage and stun on active frames 3~4

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	CH

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	—

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	18
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	3
RECOVERY	14
ON HIT	+5
ON BLOCK	+1
CANCEL	SU

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	CH

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	13
ACTIVE	5
RECOVERY	14
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+5
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	4
ACTIVE	5
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (70)
STUN	200 (150)
STARTUP	5
ACTIVE	4
RECOVERY	23
ON HIT	-4
ON BLOCK	-9
CANCEL	—

NOTES Lower damage and stun on active frames 3~4

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	TC

NOTES —

Crouching HK



HITS	2
BLOCK LEVEL	L
DAMAGE	100, 110
STUN	100
STARTUP	6
ACTIVE	4 (20) 4
RECOVERY	17
ON HIT	—
ON BLOCK	-3
CANCEL	SU

NOTES Hard knockdown, only hits once, only 1st hit Super cancelable, 2nd hit does additional damage

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible



Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincible

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

NORMAL THROWS

Guile's forward throw leaves you close to your opponent, but does not allow enough time for a safe jump on them. After forward throw, take a short step forward, then use a cross-up jumping short to begin close pressure against a character that doesn't handle cross-ups well. Against most foes, you'll be better served by instead either throwing an immediate LP Sonic Boom and pressuring off of it or by simply taking a couple of steps back and returning to a mid-range offense.



Dragon Suplex (LP) + (LK)

DAMAGE	120
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

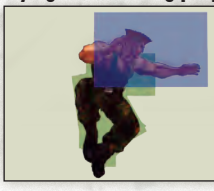
NOTES Range 0.907

Judo Throw ⟲ + (LP) + (LK)

DAMAGE	120
STUN	80
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.907

Flying Mare During jump (LP) + (LK)



DAMAGE	150
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	–

NOTES Range 1.17

Flying Buster Drop During jump ⟲ + (LP) + (LK)



DAMAGE	150
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	–

NOTES Range 1.17

Guile's back throw will enable you to build a large amount of space with ease. You can follow it up with a Knee Bazooka followed by a LP Sonic Boom that will hit meaty. As Guile's post-throw setups aren't anything special, you should determine whether to use back throw or forward based on Guile's location on screen. If your back is to a corner, use Judo Throw to toss them into the corner then back up and throw a Sonic Boom as they recover to create some space. If your opponent is close to the corner themselves, then stick to forward throw to avoid trading places with them.

Air Throws: Guile's air throws are excellent anti-air. Flying Mare (jumping LP + LK) has a hitbox that's slightly above Guile, so it works best when his opponent is slightly above him. Meanwhile, Flying Buster Drop (jumping ⟲ + LP + LK) grabs lower. When choosing an air throw direction, consider relative elevation to your opponent. If Guile is at approximately the same height as the opponent, choose based on throwing them toward the nearest corner.

FOCUS ATTACKS

Guile's Focus Attack has decent range in front of him but isn't the most reliable attack. The range is short enough to where you generally cannot cancel a Sonic Boom into EX Red Focus for a reliable crumple combo. As a level 1 Focus Attack is -3 when dash canceled, use Focus Attacks as pokes sparingly, or opt to backdash instead if there's space behind Guile.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-3)
ON BLOCK	-21 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-3)
ON BLOCK	-21 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Straight Chop ⟳ + MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	15
ACTIVE	3
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	–

NOTES –

Spinning Back Knuckle ⟳ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	15
ON HIT	+4
ON BLOCK	+0
CANCEL	–

NOTES Cannot hit crouching opponents

Knee Bazooka ⟳ or ⟲ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	7
ACTIVE	4
RECOVERY	15
ON HIT	-3
ON BLOCK	-8
CANCEL	–

NOTES Low crush

Straight Chop: Guile punches downward at his enemy with this overhead attack. Straight Chop has an extremely fast startup for an overhead, active on the 15th frame, so if your opponent blocks a Sonic Boom with Guile close behind, you have the option of safely pressuring with a low-hitting crouching MK or going for this overhead. Straight Chop can be safe when blocked if you leave enough space so that 3-frame moves won't reach Guile. You can also chain from crouching MK to Straight Chop, Guile's target combo. The opponent is forced to block a low hit into a high hit up close.

Spinning Back Knuckle: Guile pivots on his front foot while throwing out a backfist attack. This attack doesn't hit crouching opponents, so try to avoid being predictable using it as a follow-up after Sonic Boom. As in every *Street Fighter* game, a good use of Spinning Back Knuckle is to make use of the quick recovery of Guile's Sonic Boom and the speed and range of ⟳ + HP to punish an opponent during the recovery of their fireball after projectiles clash. Spinning Back Knuckle can also be a good mid-range poke, and it's useful in certain combos.

Knee Bazooka: Guile hops forward, striking with his knee. Up-close Knee Bazooka is unsafe on block; against some characters, such as Zangief, it is even unsafe if it is blocked meaty. Knee Bazooka's primary use is to allow Guile to move forward while retaining a back charge. Knee Bazooka moves Guile slightly more than one full square in the training room stage, and it's basically a forward dash with an attack built in. If you're full screen from your opponent, throw a Sonic Boom and follow it forward with well-timed Knee Bazookas, ending up close enough to pressure with normals or throw another Sonic Boom near point-blank range. Since this moves you forward quickly, you can also get into position to knock the opponent out of the air with Guile's excellent anti-air normals if they jump forward over Sonic Boom.

Rolling Sobat ⟳ or ⟲ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	11
ACTIVE	4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	–

NOTES 6~10 lower body projectile invincibility, low crush

Reverse Spin Kick Near opponent ⟳ or ⟲ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	16
ACTIVE	6
RECOVERY	12
ON HIT	+5
ON BLOCK	+0
CANCEL	–

NOTES 3~28 lower body invincibility, 6~28f throw invincible

Guile High Kick ⟲ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	11
ACTIVE	2
RECOVERY	17
ON HIT	–
ON BLOCK	-1
CANCEL	–

NOTES Puts opponent in free juggle state

Rolling Sobat: Guile jumps and does a spin kick while moving forward or retreating slightly, depending on the direction held. Rolling Sobat will crush low attacks and can even go over Sagat's low Tiger Shots or Juri's LK Fuhajin. Rolling Sobat is safe on hit and can be relatively safe on block; because Rolling Sobat can move forward during active frames, it has a tendency to hit meaty, improving the frame situation and allowing for safer continued pressure. When executed while holding back, Rolling Sobat allows you to safely give up some ground while gaining charge to get back to your mid-range Sonic Boom game.

Reverse Spin Kick: Guile flips upside down, clearing low attacks while delivering a heavy kick at approximately head level. Guile goes over low attacks and is unthrowable during Reverse Spin Kick, meaning it work wells when your opponent is trying to tech throws or crouch tech during your pressure strings. What's more, this heavy attack gives you enough frame advantage to land damaging combos (see Combo VIII). Some attacks, such as Juri's crouching MK and Elena's crouching LK, have a low enough profile to go completely under Reverse Spin Kick, so be cautious against shorter characters.

Guile High Kick: Guile throws a head-level roundhouse kick that puts his opponents into a free juggle state. You can then juggle with Flash Kick if you have charge, or Spinning Back Knuckle if you don't. In a corner, you can even juggle with a sweep for a hard knockdown, buying you time to set up offense or to back away and return to a ranged match. Guile High Kick's hitbox is high enough that you can use it as anti-air from certain angles. Point-blank, Guile does not create enough frame advantage to link into this move, but (with correct spacing) Sonic Boom can hit meaty enough to allow High Kick in a link combo (see Combo X).

Target Combo CR.MK ▷ ↷ + MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	15
ACTIVE	3
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	—

NOTES —

Shades of Glory ↓ + HP + HK

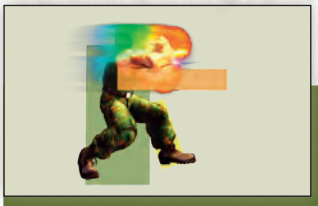


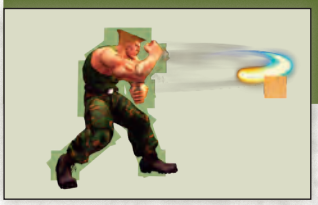
HITS	—
BLOCK LEVEL	—
DAMAGE	—
STUN	—
STARTUP	—
ACTIVE	—
RECOVERY	50
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES Dude! Sweet shades!

Shades of Glory: A clever fighter knows that it is best not to fight with the sun in one's eyes. Guile whips out his aviator glasses to keep the harsh glare out of his eyes. These sunglasses offer UV protection and, of course, are made in the USA. This offers no combat function and works as a command taunt. It does allow you to attempt to disguise a crouching charge since Guile stands for the duration of the animation.

SPECIAL MOVES





LP Sonic Boom
Charge ↩, ↷ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	9
ACTIVE	—
RECOVERY	21
ON HIT	+10
ON BLOCK	+4
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, charge time 50f

MP Sonic Boom
Charge ↩, ↷ + MP

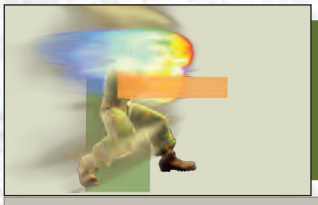
HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	9
ACTIVE	—
RECOVERY	22
ON HIT	+8
ON BLOCK	+3
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, charge time 50f

HP Sonic Boom
Charge ↩, ↷ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	9
ACTIVE	—
RECOVERY	24
ON HIT	+6
ON BLOCK	+0
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, charge time 50f





EX Sonic Boom
Charge ↩, ↷ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	11
ACTIVE	—
RECOVERY	28
ON HIT	+4
ON BLOCK	+1
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, charge time 50f, 1st and 2nd hit juggle potential 2

Sonic Boom: Guile's signature attack, the Sonic Boom, is a slow-moving projectile. Sonic Boom is the cornerstone of Guile's game. It has the quickest recovery of all projectiles, so you can throw it and then follow behind it, using it as an invincible hitbox covering your approach. Guile's LP Sonic Boom has the fastest recovery of any projectile in the game; your opponent cannot jump it on reaction to land a combo on Guile. If you see an opponent jump after you throw a Sonic Boom, you can anti-air them with crouching HP, standing MK, or try to beat them in the air by jumping toward your opponent with jumping HK or an air throw. During a projectile fight, HP Sonic Boom will travel farther and faster, keeping your opponent's projectiles farther from you than slower versions, so your projectiles gain ground on your opponent. Sonic Booms have enough frame advantage on hit to allow for follow-up attacks during a combo in certain situations.

The EX version of Sonic Boom is exceptionally fast and hits twice. If your opponent is Focus-absorbing your Sonic Booms, you can throw out an EX version and possibly score a counter hit against an opponent who isn't expecting a multi-hit attack. EX Sonic Boom can also help turn the tide in your favor in projectile fights, since it will blow through an ordinary single-hit projectile and still hit your opposition as they recover. EX Sonic Boom's recovery is a good deal slower than regular Sonic Boom's, so try to discern if your opponent is attempting to Ultra through an EX Sonic Boom before committing to the attack.

Since Sonic Boom requires Guile to have a back charge, using it in combos and block-strings requires a bit of foresight. When throwing a Sonic Boom, make sure to go back to charging immediately if you aren't following it moving forward. The best way to ensure maximum charge time is by inputting the punch button for Sonic Boom as you begin charging again: charge ↩, ↷↩ + P. Sonic Boom hitting an airborne foe leaves them in a limited juggle state.





LK Flash Kick
Charge ↓, ↑ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	110 (80)
STUN	200 (100)
STARTUP	4
ACTIVE	11
RECOVERY	22+23 ON GROUND
ON HIT	–
ON BLOCK	-36
CANCEL	SU

NOTES 1~6f invincible, 7~14 throw invincible, soft knockdown, puts opponent in limited juggle state, lower damage on active frames 3~11, armor break, charge time 55f

MK Flash Kick
Charge ↓, ↑ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	130 (80)
STUN	200 (100)
STARTUP	4
ACTIVE	11
RECOVERY	22+23 ON GROUND
ON HIT	–
ON BLOCK	-38
CANCEL	SU

NOTES 1~4f invincible, 5~14 throw invincible, soft knockdown, puts opponent in limited juggle state, lower damage on active frames 3~11, armor break, charge time 55f

HK Flash Kick
Charge ↓, ↑ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	140 (80)
STUN	200 (100)
STARTUP	4
ACTIVE	11
RECOVERY	24+23 ON GROUND
ON HIT	–
ON BLOCK	-38
CANCEL	SU

NOTES 1~4f invincible, 5~14 throw invincible, soft knockdown, puts opponent in limited juggle state, lower damage on active frames 3~11, armor break, charge time 55f

EX Flash Kick
Charge ↓, ↑ + K K

HITS	2
BLOCK LEVEL	HL
DAMAGE	100, 80
STUN	150, 100
STARTUP	4
ACTIVE	2,9
RECOVERY	24+23 ON GROUND
ON HIT	–
ON BLOCK	-35
CANCEL	SU

NOTES 1~7f invincible, 5~14 throw invincible, soft knockdown, puts opponent in limited juggle state, lower damage on active frames 3~11, armor break, 2nd hit juggle potential 1, charge time 55f

Flash Kick: Guile jumps with a somersaulting backflip, kicking at his opponent as he rises. Guile's Flash kick is invincible at least until active frames, so it works well as a reversal. The hitbox starts off low and in front of Guile and doesn't reach above him for some time, so it only works as anti-air if done quite late, when the opponent's low to the ground, or against an opponent who will be landing far in front of you. If your opponent is on top of you or crossing you up, Guile will either get hit out of the air or potentially leave himself open for a ground combo upon landing. The EX version of Flash Kick is 2 hits and has additional invincibility; it is less likely to trade or lose to attacks that halt your enemy's momentum in mid-air, such as dive kicks by Cammy or Rufus.

Like Sonic Boom, Flash Kick is a charge move, so you must be careful conserving charge when you want to have the move ready. Flash Kick leaves Guile's opponents in limited juggle state, and though it doesn't happen often, you can occasionally either trade a Flash Kick or land a Flash Kick against an opponent high enough in the air to link EX Sonic Boom, EX Flash Kick, Super, or Ultra afterwards (see Combo VII for details). Flash kicks deal much higher damage for the first 2 active frames while the hitbox is still small and near the ground; if you aren't intending to land a juggle combo, you're better off trying to anti-air as late as possible for the additional damage.

SUPER & ULTRA COMBOS



LK Double Flash
Charge ←, ↙, ↓, ↘, → + LK

HITS	6
BLOCK LEVEL	HL
DAMAGE	80, 40X4, 120
STUN	0
STARTUP	1+2
ACTIVE	1, 5, 2 (9) 1, 8, 2
RECOVERY	20+23 ON GROUND
ON HIT	–
ON BLOCK	-24

NOTES 1~8f invincible, 12~20f throw invincible, hits opponent in limited juggle state, charge time 55f, hits 1~6 have sequential juggle potential: 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, etc.

MK Double Flash
Charge ←, ↙, ↓, ↘, → + MK

HITS	6
BLOCK LEVEL	HL
DAMAGE	80, 40X4, 120
STUN	0
STARTUP	1+3
ACTIVE	1, 5, 1 (14) 1, 8, 2
RECOVERY	22+23 ON GROUND
ON HIT	–
ON BLOCK	-26

NOTES 1~9f invincible, 18~26f throw invincible, hits opponent in limited juggle state, charge time 55f, hits 1~6 have sequential juggle potential: 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, etc.

HK Double Flash
Charge ←, ↙, ↓, ↘, → + HK

HITS	6
BLOCK LEVEL	HL
DAMAGE	80, 40X4, 120
STUN	0
STARTUP	1+5
ACTIVE	1, 5, 1 (19) 1, 8, 2
RECOVERY	24+23 ON GROUND
ON HIT	–
ON BLOCK	-44

NOTES 1~11f invincible, 25~34f throw invincible, hits opponent in limited juggle state, charge time 55f, hits 1~6 have sequential juggle potential: 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, etc.

Super Combo: Double Flash: Guile does a pair of multiple hitting Flash Kicks, one after the other. The damage of the three versions remains constant, while the startup time and total invincibility increases with the kick version. The LK version is fast so it cannot be safe jumped by an opponent landing in front of Guile. At the end of the Super Combo, Guile launches the opponent into a limited juggle state; the LK version of Double Flash recovers relatively quickly, allowing you to juggle with an Ultra (see Combo VII). The HK version will launch your opponent behind you, allowing you to switch sides with them if you are in or near the corner.



Flash Explosion
Charge ←, ↙, ↓, ↘, → + K K K

HITS	9
BLOCK LEVEL	HL
DAMAGE	90, 24X6, 66, 150
STUN	0
STARTUP	0+6
ACTIVE	1, 4, 2 (33) 1, 1, 1, 1, 2
RECOVERY	31+66 ON GROUND
ON HIT	–
ON BLOCK	-76

NOTES 1~7f invincible, hard knockdown, charge time 55f, hits 1~9 have sequential juggle potential: 1st hit juggle potential 3, 2nd hit juggle potential 4, 3rd hit juggle potential 5, etc.



Sonic Hurricane
Charge ←, ↓←, ↓ + P P P

HITS	6
BLOCK LEVEL	HL
DAMAGE	90, 42X4, 72
STUN	0
STARTUP	0+10
ACTIVE	43
RECOVERY	13
ON HIT	–
ON BLOCK	-5

NOTES 1~8f invincible, projectile attack, hits opponent in limited juggle state, charge time 55f, juggle potential: 1st hit = 1, 2nd hit = 2, 3rd hit = 3, 4th hit = 5, 5th hit = 6, 6th hit = 7

UCI: Flash Explosion: Guile does two Flash Kicks similar to Double Flash before pausing and striking for one final high-damage hit. Flash Explosion has a relatively quick startup; if you are good at the activation motion, it's a reliable anti air. Aside from that, it's challenging to land since Flash Kick ▷ FADC into Flash Explosion doesn't work outside of extremely situational circumstances. On rare occasion, you can link Flash Explosion after an anti-air Sonic Boom, Flash Kick trade, or early anti-air Flash Kick. Guile's most reliable ways to combo into Flash Explosion are off of a Focus crumple or by juggling with Ultra after the LK version of his Super.

UCII: Sonic Hurricane: Guile gathers energy in both hands and throws a massive Sonic Boom that remains almost stationary until it disperses. Sonic Hurricane works well as a projectile punish, anti-air against far jump-ins, and occasionally as a whiff punish. Due to its lengthy active period, Sonic Hurricane can be used to chip out opponents who cannot easily travel through projectile attacks. You can also reliably land Sonic Hurricane after a Flash Kick ▷ FADC combo (see Combo V).

Recommended Ultra Choice: Matchup/Preference Dependent

Both Ultras have their uses. Ultra I is higher damage though harder to land. Double Flash, Guile's Super, can be followed up with Ultra I in combos for very high damage. On the other hand, Ultra II offers some much-needed utility and is easier to land. In fights against characters with projectiles, Ultra II comes up as the pretty clear choice due to its ability to punish an opponent's attempt at keeping up with Guile in a mid-range fireball fight. In other matches, you have to consider the likelihood of landing Ultra I and decide whether the extra ~120 damage is worth the loss of Ultra II's utility.

W Ultra is generally not worth it. In most cases when you can combo into Ultra I, you can land either Ultra anyway, and taking W Ultra lowers Ultra I's damage down to about what Ultra II does if selected on its own, defeating the point of using Ultra I. Meanwhile, this lowers the already-low damage of Ultra II.



Overview

PROS:

- Sonic Boom is the fastest-recovering projectile in the game; it limits the opponent's options and controls space well
- Several anti-air normals to rely upon that don't require charge
- The ability to frustrate your opponent into making mistakes
- Fast walk speed allowing Guile to follow up Sonic Booms to apply pressure to opponents

CONS:

- Weak reversal, anti-cross-up, and corner escape options
- Generally low damage output
- Has trouble with rush down characters if they get in on him

Your objective playing Guile is to keep your opponent away from you while slowly dealing damage over time. Achieve this by:

- Keeping a Sonic Boom between Guile and his opponent
- Using anti-airs to stop the opponent's attempts to jump-in
- Paying attention to the opponent's replies to Sonic Boom and punishing them appropriately
- Knowing when to gain or concede ground

GUILE'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
Shades of Glory added	Crush your opponent's spirits by showing him that you have time to put on shades!
Sonic Boom charge time reduced from 55 to 50 frames	Allows Guile to use Sonic Booms faster and with more frequency
Ultra I damage increased from 503 to 510	—

Super Street Fighter IV* to *Super Street Fighter IV Arcade Edition

CHANGE	EFFECT
Spinning Back Knuckle damage reduced from 120 to 90	—
Reverse Spin Kick gained lower body invincibility from frames 1~24	Now works as a low crush
Sonic Boom Super meter gain from activation halved from 20 to 10	It took about 7 blocked Sonic Booms to get 1 stock, about 13 to be able to FADC; in AE it takes about 9 to get 1 stock, and about 17 to be able to FADC
LK Flash Kick damage reduced from 130 to 100	—
MK Flash Kick damage reduced from 140 to 120	—
HK Flash Kick damage reduced from 160 to 130	—
Ultra II damage reduced from 420 to 300	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
Air throw startup reduced from 4 frames to 3	Reverted AE change
Guile can no longer be counter hit during the startup of Sonic Boom	Helps Guile take less damage when his opponent reads a Sonic Boom and jumps in anticipation
Spinning Back Knuckle damage increased from 90 to 100 damage	—
Reverse Spin Kick invincible to throws from frames 6~28	Enables Guile to frame trap opponents for strong damage

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Vitality reduced from 1000 to 950	—
Hurtbox on wakeup reduced	Helps to eliminate meaty unblockables
CR. LP hitstun increased from +4 to +5	Allows for 2-frame links into CR. LP or CR. MP and new links as well
Guile High Kick hitbox extended downward	Now hits shorter opponents further from Guile
LK Flashkick invincibility increased from frames 1~4 to 1~5	Now has 2 active invincible frames
MK, HK Flashkick invincibility increased from frames 1~3 to 1~4	Now has 1 active invincible frame
EX Flashkick invincibility increased from frames 1~5 to 1~7	Now has 4 active invincible frames
A hit during the first 20 frames of all versions of Sonic Boom counts as a counter hit	Opponents get more damage and stun when they successfully guess punish a Sonic Boom
Ultra I startup reduced from 7 frames to 6, damage reduced from 510 to 450, 2nd flash kick starts up slower, invincibility reduced from frames 1~10 to 1~6, no longer tracks opponents	Better as anti-air, more reliably hits juggled opponents
LK, MK, HK Flash Kick FADC blockstun reduced from -2 to -5	Now always punishable on block
CR. MK hitbox and hurtboxes extended	—
Air throw grab range extended slightly	—
Sonic Hurricane damage increased from 300 to 330; juggle potential increased	—
Reverse Spin Kick hitbox extended downward	—

LONG RANGE

Against most opponents, you are best served keeping the fight at long range. Guile's Sonic Booms will cover the ground in front of him, while their rapid recovery allows Guile to punish the opponent's attempts to break range and begin their offense. As such, when at long range it is important for Guile to attempt to maintain charge as often as he can. As soon as you jump or throw a Sonic Boom, you should go back to holding ← to begin charging again (assuming you don't immediately have to maneuver Guile to avoid an attack or punish a bad jump attempt).

From max-range, an opponent can react to a Sonic Boom in relative safety by Focus absorption, jumping over it, or by using an attack to dodge it. To pressure an opponent who's dancing around your Sonic Booms rather than blocking, try changing up the timing, using different strength and possibly EX Sonic Booms, or simply follow an LP Sonic Boom after Guile recovers. Guile can even move forward while charging back by using Knee Bazooka to advance.

Ideally, Guile maintains enough space between himself and his opponent that if his opponent makes a bad jump attempt at Guile, they'll be hit with crouching HP. If your opponent jumps forward over a Sonic Boom while Guile is too far away to land a crouching HP, rely on standing MK. You must remember not to hold ← or → when attempting this or Guile will use a Rolling Sobat instead. Against some characters, Guile's ranged firepower can be a bit underwhelming.

Between Rose's absorptions and reflecting Sonic Booms back to you, Rose tends to win out at long range unless you vastly outplay your opponent. Gouken and Sagat have fireballs with total recovery approximately the same as Guile's charge time for Sonic Booms. This means that you need to be on point with charging or he'll slowly become overwhelmed. (Finish Sonic Booms with → ← + P to begin charging the next Sonic Boom before you've even released the current one; this goes a long way toward keeping up in long-range exchanges.) Evil Ryu, Oni, and Akuma have multi-hit non-EX fireballs; while recovery is slower by far than Guile's Sonic Booms, you'll still have to carefully avoid the extra hits after a Sonic Boom clashes with a multi-hit projectile. When going up against an opponent who is beating you at long range, it may be better to concede attempting to win and instead break range yourself, approaching your opponent to try to face them up close.

If you need to close in on your opponent, Guile can get in most easily by following a LP Sonic Boom and using it as a moving wall. Without a Sonic Boom to shield you from normal attacks, Rolling Sobat kick will go over low attacks including Low Tiger Shots, allowing Guile to get in past such keep-away moves. When a Sonic Boom is slightly ahead of Guile and nearing your opponent, it is also safe to just jump toward your opponent. You can watch your opponent's reaction to the Sonic Boom and decide whether to use an early jumping HK, an air throw, to empty jump into crouching LK, or to just stay on the ground and go on the offensive from close range.

MID-RANGE

Your goal at mid-range is to keep your opponent from getting any closer to you while using Sonic Booms to pressure and frame trap your opponent. From here, throwing a Sonic Boom at predictable timings is a much more dangerous endeavor because you are inside of your opponent's jump range. If your opponent jumps just as you throw a Sonic Boom, you will eat a full combo and possibly a reset or mix-up afterwards. Your opponent's moves that go through fireballs will likewise be close enough to hit you. It is important not to be overly predictable when throwing Sonic Boom. If your opponent has to jump over a Sonic Boom to get in (meaning they're reacting, and they didn't just jump when you threw it), then the recovery on Sonic Boom is fast enough that you'll be able to anti-air them. Sometimes they'll have to try to make a read, rather than a reaction, when they think Sonic Boom is coming.

This leads to the occasional bad jump, easily punishable by crouching HP. If your opponent jumps when you have a down charge at this range, Flash Kick makes for good anti-air, as does Ultra I. If you can use LK Flash Kick early enough, Guile will be able to juggle his opponent for additional damage (as explained in Combo VI).

At this range, Guile's Sonic Boom recovery allows him to easily confirm a hit and score a little bit more damage or possibly a knockdown. Spinning Back Knuckle has good range for this and does solid damage. Since Spinning Back Knuckle only hits characters who are standing, you'll need to confirm a Sonic Boom hit on crouching characters into crouching MK instead. However, most Sonic Booms are likely to be blocked.

You must pay attention to how your opponent reacts to Sonic Booms and be ready to punish accordingly. From mid-range, if your opponent tries to attack after blocking a Sonic Boom, you should frame trap them with either Spinning Back Knuckle or standing HK. Standing HK has the advantage of moving you closer to your opponent while allowing you to retain your charge, though it is a bit slower than Spinning Back Knuckle. Occasionally, you can score two or more Spinning Back Knuckles in a row if your opponent continues trying to jump at you. After they believe you'll stop their jumps, your opponent is more likely to either block low hoping to whiff punish or reversal a Spinning Back Knuckle. This being the case, it is advisable to occasionally not use any follow-up to Sonic Boom, or use crouching MK as a blockstring. If your opponent isn't holding a downward direction, they will take the hit. Mix these up with the slightly-riskier options of punishing your opponent's crouching block with a Straight Chop or even by walking up close and throwing them.

You need to pay close attention to spacing in order to face your opponents at this range. When your opponent moves forward, Guile should either move backwards with them or hit your opponent with a poke such as crouching MK. You can also push yourself further from your opponent with a Rolling Sobat while holding ← to build some space and charge. Since Guile cannot always backpedal with the corner looming behind him, you'll need to find time to take advantage of excess space and move forward a bit. A good time to move forward is of course after a blocked Sonic Boom. When your opponent moves backwards, you can stay on them to a degree with standing HK or by throwing a Sonic Boom and following it forward again.

As fast as the Sonic Boom recovery is, some characters such as Dudley, Chun-Li, Balrog, and now M. Bison have moves with enough speed and projectile invincibility to punish a Sonic Boom on reaction. Against a player who seems to be looking for a Sonic Boom to punish, you should be all the more cautious. Guile can do a standing LP while retaining his back charge to either lure his opponent into attempting to punish a nonexistent Sonic Boom or simply to cloud their judgment and make them second-guess when the Sonic Boom is coming. When your foe is waiting on a Sonic Boom that may not even be coming, you can also step in and start an offense from close range.



CLOSE RANGE

Guile is strongest when his opponent is away from him, so he should fight to avoid being too close to his opponent. With most of the stage to your back, you can easily find time to take a small step backward from your opponent. As Guile approaches the corner, this becomes less of an option. At close range, Guile has the basic offensive tools of attack, frame trap, or throw, and even has an overhead to help mix-up his opponent.

Generally, when an opponent gets close, it's time to push them to mid-range and build some space. Even up close, Sonic Booms offer advantage on block, so well-timed crouching LP or MP can be canceled to a Sonic Boom, allowing Guile to go back to a mid-range game or to start offense from up close. When immediately next to your rival, a blocked crouching LK x3 chain combo will allow you to safely build space between Guile and his foe. Depending on range, you may rather use standing LK as it reaches slightly further than crouching LK and can work well for the same purpose. When crouching LK is used to push an opponent away, you should press CR.LP + LK on the first kick for a built-in crouch tech.

When you are is close to the opponent and on the offensive, you should generally rely on Combo I or the variation with a Sonic Boom ending if he has the slightest bit of charge. If Guile connects with no charge then he should use Combo II instead. As you chain Guile's crouching LK to crouching LP, you can easily hit-confirm; if your opponent blocks, either step up for a throw attempt or punish crouch techs and throw attempts by using Reverse Spin Kick as a frame trap (see Combos VIII and IX).

As you fight to keep the opponent from getting in on top of you, eventually you will find yourself in a corner. Once cornered, it is important not to panic; stay patient and don't immediately start using Flash Kicks or trying to jump out. Continue to control the ground with standing HP, Sonic Booms, and crouching MK; eventually, an opening may present itself. If you have a life lead and frame advantage, it may be worthwhile to take a risk and attempt to jump out of a corner.

Your opponent can always stop it by successfully anti-airing you, but if the damage you receive is small, then it's potentially a good idea to trade a little bit of vitality to force your foe to now chase you to the far corner. If you cannot afford to take that risk, just be cautious and know that you are much less likely to have the opportunity to whiff punish an opponent while cornered, so you will likely have to block more than you would mid-screen. If the opportunity presents itself, use a back throw to not only get your opponent off of you but to also put them into the corner.

When your opponent is on top of you, Guile has rather limited defensive options. The standard options of backdash, Focus backdash, and Focus tech (only with less than two bars) are all reliable escapes when there is space. All Flash Kicks have invincibility until active frames; LK Flash Kick has more invincibility than the MK or HK versions, so it should be your go-to choice for a meterless invincible attack. As Flash Kicks require charge, you cannot "mash out" a reversal at every possible gap during your foe's blockstring, so you have to be more sparing with your reversal attempts than with a Shoryuken-type reversal. You should conserve meter in case Guile needs to use a Flash Kick against a grounded opponent and would like to make it at least somewhat safe. Since Flash Kick → FADC forward is now -5 on block, when not in the corner it's often best to backdash instead. EX Flash Kick → FADC forward remains -2 on block as before, so by spending three bars you can still have a reversal with relative safety.

As Flash Kick tends to miss opponents coming down with an ambiguous cross-up, Guile is generally forced to block. Though this makes him still somewhat weak against vortex-style mix-ups, it is comforting to know that Guile can now successfully block against a safe jump without fear of unblockables every time he's hit with a sweep or a throw. In *Ultra Street Fighter IV*, changes to Guile's hurtboxes as he stands up make him less likely to face unblockables. Between these hurtbox changes and the addition of delayed wakeup, blocking becomes a much safer defensive option for Guile after he is knocked down. When Guile is hit by an attack that causes a hard knockdown, make your rival guess whether or not you will use a delayed wakeup.

Combos

I. Charge ↓, CR.LK → CR.LP, CR.MP → ↓↑ + HK

214 damage, 320 stun

Or charge ←, CR.LK → CR.LP, CR.MP → ⇢ + HP

151 damage, 215 stun

Near corner, charge ←, CR.LK → CR.LP, CR.MP → ⇢ + HP, ⇢ + HP

211 damage, 335 stun

Guile's bread-and-butter combo into Flash Kick. Without charging slightly in advance (like during a jump-in or dash), you won't have quite enough charge time to end with Flash Kick.

If you find yourself hitting a crouching opponent, you can chain a second crouching LP to ensure enough charge time. Otherwise, you can cap the combo with HP Sonic Boom as a combo ender since it has a slightly lower charge requirement than Flash Kick; it's still not *quite* enough without an instant of charging back before pressing crouching LK. When your opponent is cornered, you can even follow a Sonic Boom with a Spinning Back Knuckle for additional damage and stun.

Perform crouching LK with CR.LP + LK for added security against the opponent's throw attempts. In previous versions of *Street Fighter IV*, crouching LP to crouching MP was a rather difficult 1-frame link, even with plinking. In *Ultra Street Fighter IV*, it's a much more manageable 2-frame link. Increase your consistency by plinking CR.MP~LP. Even if you mess up plink execution, you may end up linking CR.LP anyway.

II. CR. LK ▷ CR. LP ▷ CR. LP, ST. HP

154 damage, 280 stun

When you just don't have enough time to build charge, you can reliably link standing HP to end your combo. The Sonic Boom variation of Combo I does 3 less damage but ends with Guile at over +10; this allows extra time to either escape or get closer to your opponent, so there's still room for both in your arsenal.

III. Forward jumping HK (start charging), + HK, + HK

322 damage, 560 stun

This high stun combo will only work if you begin charging down as soon as Guile leaves the ground. As Guile's High Kick has slow startup, you can also use crouching MP ▷ HK Flash Kick if you are worried that you pressed HK too early when jumping in.

IV. Level 2 Focus Attack, ▷ dash (start charging), then finish with either:

CR. MP ▷ + HK
234 damage, 370 stun
+ HK ▷ + HK
266 damage, 450 stun

You have enough time to pause slightly before hitting your crumpled foe with crouching MP or High Kick, allowing you enough time to charge for the Flash Kick ender.

V. Charge , + HK ▷ FADC forward, + P P P

406 damage, 200 stun

Flash Kick ▷ FADC into Sonic Hurricane is far harder than, say, Ryu's Shoryuken ▷ FADC into Metsu Hadoken. As you perform the Flash Kick, you must not let go of the back direction or you won't have charge for the Sonic Hurricane. Although it's possible to buffer the Focus dash between when you input the Focus command and when you're actually able to dash, you must continue holding Focus and wait to dash without the buffer in order to conserve your back charge. To successfully get the Ultra to come out, you must input the command and hit P P P just as the dash ends.

You can use this to cap any combo ending in Flash Kick, with fewer hits leading to the Ultra being better for damage scaling. You can also use this by itself as a reversal or a high-cost, high-reward frame trap. For example, pausing an instant after the opponent guards your blockstring, then performing HK/EX Flash Kick ▷ Focus Attack (using for the Flash Kick direction), and holding the charge briefly to see if the opponent was launched. If not, backdash. If yes, quickly complete the + P P P command.

Since you're not buffering the dash, you have to hold Focus briefly anyway, and there's a big visual difference between the opponent blocking or getting launched, which helps in confirming what to do. Beware using this by itself as a reversal at point-blank range; during the Focus dash cancel, Guile may end up crossing under them, which may not necessarily screw up your Sonic Hurricane motion, but may cause the Ultra to release in the wrong direction. This is more consistent after a brief combo or blockstring.

VI. Charge , + LK, then juggle with either:

Charge , + K K K
405 damage, 100 stun
Charge , + P P P
346 damage, 100 stun
Charge , + K
360 damage, 100 stun
Charge , + P P
180 damage, 200 stun

If LK Flash Kick trades as anti-air, or if it's used as an early anti-air, you can juggle with Ultra I or II, Super, EX Flash Kick, or EX Sonic Boom. Guile must begin charging as quickly as he can in order to have enough charge before he needs to link his next attack. You can also link EX Flash Kick for less damage than EX Sonic Boom.

VII. Charge , CR. MP ▷ + LK, charge , + K K K

628 damage, 100 stun

You can link Flash Explosion after a Super if you did not cancel into Super from a Flash Kick. You can cancel a Sonic Boom into Super Combo to allow a slightly more lenient buffer period, though this results in slightly less damage. The same combo works with Ultra II instead of Ultra I; you can do the same combo but only one hit of Ultra II will connect due to the move's lower juggle potential than Ultra I.

VIII. + HK (start charging), CR. MP ▷ + LP, + HK, + HK

371 damage, 600 stun

This combo works only in a corner against a standing opponent, so it's most likely to hit an opponent going for a throw or throw escape. Reverse Spin Kick works well if your opponent is habitually crouch-teching (CR. LP + LK), and particularly well if you manage to escape the corner with a blocked cross-up jumping LK. Mid-screen, you can do a lower-damage variation of this combo by following up the Sonic Boom with a Spinning Back Knuckle (though this also whiffs against crouching characters).

IX. + HK (start charging), CR. LP, CR. MP ▷ + HK

242 damage, 400 stun

This Reverse Spin Kick combo allows you enough time to charge Flash Kick, giving you a reasonably-damaging combo that works mid-screen without any charge beforehand.

X. Charge , + HK, + HK

250 damage, 400 stun
Without charge, + HK, + HP
210 damage, 400 stun
Near corner, + HK, + HK

Guile High Kick has a reasonably good hitbox for use as an anti-air move against attacks landing in front of Guile. It isn't the fastest attack, so you'll have to hit HK a little bit early. If you don't have a down charge, you can use Spinning Back Knuckle instead of a Flash Kick. Near a corner, you can even link crouching HK to knock your opponent down.

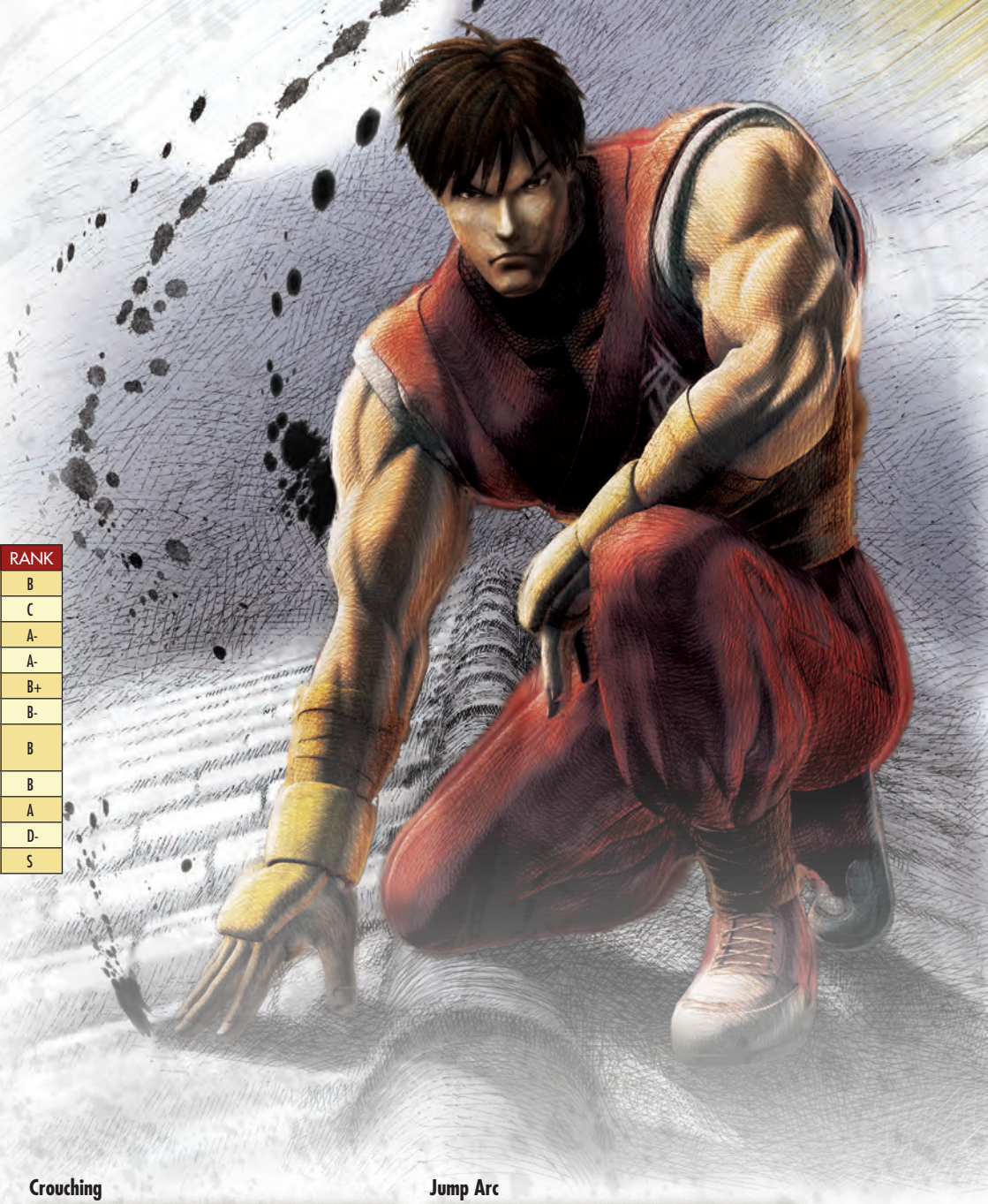
XI. Against cornered opponent, charge , CR. MP ▷ + LP (start charging down), CR. LP, CR. MP ▷ + HK

241 damage, 320 stun

When you have cornered your opponent, you can make better use of the +10 frame advantage of LP Sonic Boom. You must start charging for the Flash Kick immediately after finishing the Sonic Boom input; it's actually ideal to combine them, finishing the Sonic Boom with an input of + LP. In this way, you start the charge for Flash Kick before you've even completed the command for Sonic Boom.

GUY

First appearance: *Final Fight* (1989)



Data

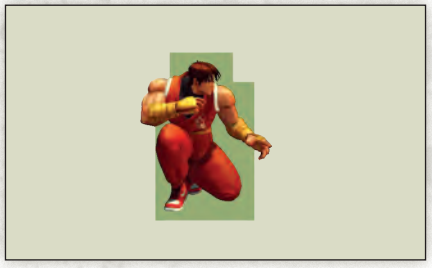
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	950	C
Forward Walk Distance per Frame	0.0495	A-
Backward Walk Distance per Frame	0.0385	A-
Dash Duration in Frames	18	B+
Dash Distance	1.2	B-
Backdash Duration in Frames	8 invulnerable, 8 airborne, 10 grounded (26 total)	B
Backdash Distance	1.2	B
Pre-jump Frames	4 frames	A
Jump Duration in Frames	44 frames	D-
Diagonal Jump Distance	2.73001	S

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU, TC

NOTES Cannot hit crouching foes

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	16
ON HIT	+5
ON BLOCK	+1
CANCEL	SP, SU, TC

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	2
RECOVERY	19
ON HIT	+2
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	11
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	11
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	13
ON HIT	+8
ON BLOCK	+2
CANCEL	SU

NOTES Cannot hit crouching foes

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	2
RECOVERY	13
ON HIT	+7
ON BLOCK	+3
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	7
ACTIVE	5
RECOVERY	15
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	9
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	2
RECOVERY	13
ON HIT	+8
ON BLOCK	+3
CANCEL	—

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	2
BLOCK LEVEL	L
DAMAGE	30, 40
STUN	30, 40
STARTUP	6
ACTIVE	2 (2) 2
RECOVERY	12
ON HIT	—
ON BLOCK	+0
CANCEL	—

NOTES 2nd hit causes hard knockdown

Crouching HK



HITS	2
BLOCK LEVEL	L
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	11
RECOVERY	15
ON HIT	(-6)
ON BLOCK	-10
CANCEL	—

NOTES First 5 frames cause hard knockdown

VERTICAL JUMP NORMAL MOVES

Upward jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Upward jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

Upward jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Upward jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Upward jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Upward jumping HK



HITS	2
BLOCK LEVEL	H
DAMAGE	50, 50
STUN	50, 50
STARTUP	5
ACTIVE	2 (6) 4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility, 1st and 2nd hits put airborne opponent into limited juggle state, 2nd hit juggle potential 1

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 8~10f lower body projectile invincibility

NORMAL THROWS

Guy's forward throw is great for pushing an opponent toward a corner. Your wakeup game isn't lost despite how far away it knocks the opposing character. You can still get close in time to stage a wakeup mix-up: use HP Bushin Izuna Otoshi or Run into Sudden Stop to get near your foe again. Back throw keeps the opponent closer and sets up slightly stronger wakeup attack options. Both throws lead to Guy's most potent wakeup attack variation, which forces the opponent to guess between forward, back, or crouching guard. To set it up after a forward throw, forward jump twice, or if you throw the enemy into the corner, dash once, backdash, then jump forward. After a back throw, take a step forward, wait a moment, then forward jump. While jumping, either use cross-up MK to hit the opposite side of your opponent's character, or use ↷ + MP before passing over to hit from the front. After either attack, perform a single crouching LK. If it hits them standing, link standing LP ▷ MP ▷ HP ▷ ↷ + HK. If it hits them crouching, do Combo I. Alternatively, you can jump forward a little earlier than normal, forgo the jump attack, then land and go low with Combo I. Delayed wakeup will cause your jump attack to miss, but this doesn't leave you vulnerable. You can transition into Combo I, or a throw, as they stand. When you're certain the delayed wakeup is coming, compensate for it by delaying your forward jump so that it meets them as they stand late. This puts you at risk for a reversal attempt if the opposing player doesn't delay their wakeup, so act with caution.



Grab Throw

LP + LK

DAMAGE	130
STUN	160
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.885

Shoulder Throw

↷ + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.885

FOCUS ATTACKS

Guy's Focus Attack doesn't do anything notable. Blocked level 1 Focus Attack canceled into a dash is -2, so it's safe, but you aren't in a position to attack. Its range is a little on the short side, so make sure you're relatively close to the opponent before letting Focus go, or it may miss.



Focus Attack lv.1 (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-19 (-2)
ON BLOCK	-19 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-13 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 (MP) + (MK)

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 (LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-19 (-2)
ON BLOCK	-19 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 (LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-13 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 (LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Ninja Sickle ↶ + (HK)

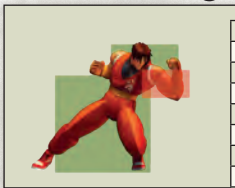


HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 60
STUN	100, 100
STARTUP	7
ACTIVE	1 (3) 2
RECOVERY	10+15 AFTER LANDING
ON HIT	–
ON BLOCK	-9
CANCEL	–

NOTES 2nd hit puts opponent in free juggle state

Ninja Sickle: This awkward flip kick is used strictly in combos. It knocks the opponent into a free juggle state, allowing you tag the airborne enemy with any attack. The *USFIV* version has much faster startup, allowing you to link it from close (HK) and counter-hit close (MP)/(MK). Counter-hit close (MP)/(MK) followed by ↶ + (HK) can lead directly into Ultra I near corners. This is Guy's only meterless hit confirm into Ultra.

Neck Breaker ↷ + (MP)

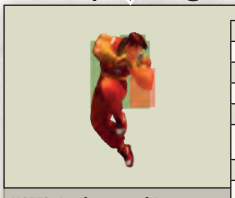


HITS	2
BLOCK LEVEL	H, H
DAMAGE	30, 30
STUN	50, 50
STARTUP	15
ACTIVE	2, 2
RECOVERY	16
ON HIT	+2
ON BLOCK	-2
CANCEL	–

NOTES 3~11f kara-cancelable

Neck Breaker: Boasting more range than a typical overhead, Neck Breaker can be used from as far out as mid-range. Guy is left at +2 on hit, giving you ample time for a follow-up. It can't be countered with Focus Attacks because it hits twice. Counter-hitting a Focus Attack with ↷ + (MP) lets you link after it with crouching (LK) or Bushin Gokusaken. Additionally, Neck Breaker is kara-cancelable between frames 3 through 11. Theoretically, this allows you to trick an opponent into believing you're going for an overhead by canceling Neck Breaker before the hit into ↻ + (K) ▷ (MK). Even more effective is to kara cancel Neck Breaker into LP Bushin Izuna Otoshi, which is then canceled into its throw extension. Neck Breaker's starting animation tricks the opponent into guarding high, leaving them vulnerable to throws. Sadly, both of these tactics are extremely risky, so use them sparingly.

Elbow Drop ↑ + (MP) while jumping

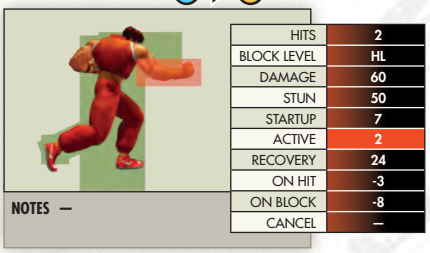


HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	UNTIL GROUND
RECOVERY	4
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Juggle potential 1

Elbow Drop: Guy's jump is long and unwieldy, traveling too far to be useful against mid-range attacks. Elbow Drop compensates for this by altering his jump trajectory, dropping Guy downward from wherever he is upon Elbow Drop activation. This is your primary means of attacking from the air at close range. Unfortunately, Elbow Drop has a relatively small hitbox, making it weak against low profile crouching attacks. Ryu, Ken, and Akuma can all slip under it with crouching (MK) canceled into the special move of their choice. Elbow Drop also doesn't cross up, making it easy for the opposing character to walk under Guy and punish his recovery with a full combo at close range. This makes it riskier to use than other jump attacks, lowering its effectiveness.

Bushin Gokusaken LP ▷ MP



HITS	2
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	7
ACTIVE	2
RECOVERY	24
ON HIT	-3
ON BLOCK	-8
CANCEL	–

NOTES –

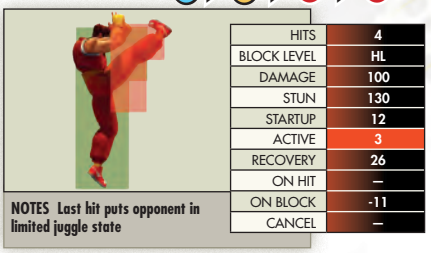
Bushin Gokusaken LP ▷ MP ▷ HP



HITS	3
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	18
ON HIT	+3
ON BLOCK	-9
CANCEL	–

NOTES –

Bushin Gokusaken LP ▷ MP ▷ HP ▷ HK



HITS	4
BLOCK LEVEL	HL
DAMAGE	100
STUN	130
STARTUP	12
ACTIVE	3
RECOVERY	26
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Last hit puts opponent in limited juggle state

Bushin Gokusaken LP ▷ MP ▷ HP ▷ ↶ + HK

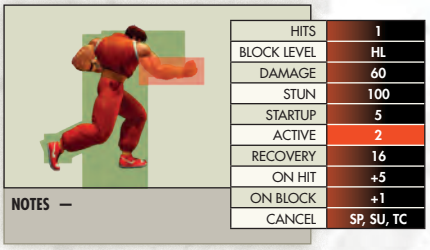


HITS	4
BLOCK LEVEL	–
DAMAGE	100
STUN	0
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Last hit puts opponent in free juggle state

Bushin Gokusaken: Guy's classic chain combo features jab, strong, fierce, then roundhouse. On hit, the last hit can be turned into an over-the-shoulder throw with an input of ↶ + HK. This can be useful for positioning, like to toss a foe into the corner. Both variations can be juggled after for heavy damage. ST. LP misses against crouching opponents, so open with attacks that give you time to confirm the enemy's hit state. For example, do CR. LK then CR. LP and check whether the enemy is standing. If they're not, transition into Combo I. If they're standing, link after CR. LP into Bushin Gokusaken. Note that it's possible to perform a 1-frame link into CR. LK after the 3rd hit of this chain. However, you're not in range for CR. LK in numerous matchups, making it rarely worth doing.

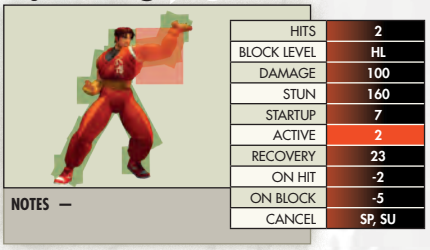
Target Combo CL. or ST. MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	16
ON HIT	+5
ON BLOCK	+1
CANCEL	SP, SU, TC

NOTES –

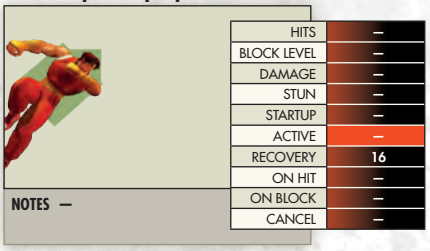
Target Combo MP ▷ HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	100
STUN	160
STARTUP	7
ACTIVE	2
RECOVERY	23
ON HIT	-2
ON BLOCK	-5
CANCEL	SP, SU

NOTES –

Wall Jump Mid-jump, near wall ↷



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	16
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Wall Jump: Like Vega and Chun-Li, Guy can leap off the edge of the screen. The resulting jump arc is high, which is good for leaping over a foe's head to escape a corner. Use it to transition from a retreating jump to an offensive one, or to avoid landing on a projectile during a backwards jump. Against a cornered foe you've floored, jump towards them before they wakeup to lure out reversals, which you can avoid by Wall Jumping off the corner of the screen.

SPECIAL MOVES



LP Hozanto ↶ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	140
STARTUP	19
ACTIVE	3
RECOVERY	21
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES 5~15f projectile invulnerable

MP Hozanto ↶ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	160
STARTUP	23
ACTIVE	3
RECOVERY	22
ON HIT	–
ON BLOCK	-2
CANCEL	SU

NOTES 5~19f projectile invulnerable

HP Hozanto ↶ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	160
STUN	200
STARTUP	28
ACTIVE	3
RECOVERY	22
ON HIT	–
ON BLOCK	-6
CANCEL	SU

NOTES 3~24f projectile invulnerable

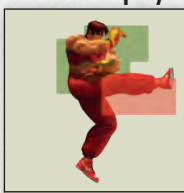
EX Hozanto ↶ + P P

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	24
ON HIT	–
ON BLOCK	-6
CANCEL	SU

NOTES Juggle potential 1

Hozanto: Guy's trademark shoulder check is an all-purpose offensive tool for both long- and close-range attacks. From a distance, the MP and HP versions dip under any projectile that doesn't have a low profile (like Sagat's kick Tiger Shot or Juri's LK Fuhajin). Against a cornered foe, cancel into the LP version from Guy's MP ▷ HP chain to start a juggle combo. LP Hozanto is safe when blocked, so canceling into it blindly is okay. Take note that any version of Hozanto can be Focus-canceled into dash to leave you at +1. Though costly, this is a worthwhile use of meter when you need to keep your offense going. Hozanto is also a supplement to Run ▷ Sudden Stop. Since you're usually at a frame disadvantage whenever you cancel into Sudden Stop to get close, canceling into LP or MP Hozanto instead can deter the opponent from attacking when they expect to have advantage. Finally, all versions of Hozanto break armor. Although the normal versions of it are usually too slow for countering Focus attacks, the EX version is fast enough to punish them on reaction from relatively far away.

LK Bushin Senpukyaku ↺ + LK



HITS	3
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	2 (6) 1 (7)
RECOVERY	11+19 ON GROUND
ON HIT	–
ON BLOCK	-16
CANCEL	–

NOTES 2nd hit juggle potential 1, 3rd hit juggle potential 2

MK Bushin Senpukyaku ↺ + MK



HITS	3
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	9
ACTIVE	2 (6) 2 (6)2
RECOVERY	16+18 ON GROUND
ON HIT	–
ON BLOCK	-14
CANCEL	–

NOTES 1~10f projectile invulnerable, 2nd hit juggle potential 1, 3rd hit juggle potential 2

HK Bushin Senpukyaku ↺ + HK



HITS	4
BLOCK LEVEL	HL
DAMAGE	160
STUN	200
STARTUP	6
ACTIVE	3 (6) 1 (7) 1 (6)1
RECOVERY	16+19 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Does not hit grounded characters, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd and 4th hit juggle potential 3

EX Bushin Senpukyaku ↺ + K K



HITS	4
BLOCK LEVEL	HL
DAMAGE	170
STUN	200
STARTUP	4
ACTIVE	2 (4) 2 (5) 2 (5) 2
RECOVERY	16+19
ON HIT	–
ON BLOCK	-28
CANCEL	–

NOTES 1~9f invincible, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd and 4th hit juggle potential 3

Bushin Senpukyaku: This spinning kick is only used for three specific things: The EX version is an invincible reversal used against jump attacks or anything done to you as you're waking up. The MK version has a small window of projectile invulnerability used to pass through shots fired near you (for example, perform it during the gap in Akuma's CR. MK ▷ LP Hadoken sequence to blow through the fireball). Lastly, the HK version is done only in juggle combos near corners.

LP Bushin Izuna Otoshi ↻ + LP



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	22
ACTIVE	19
RECOVERY	2+17 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 7~42f airborne

MP Bushin Izuna Otoshi ↻ + MP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	22
ACTIVE	19
RECOVERY	2+18 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

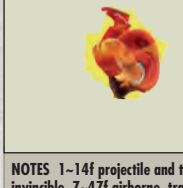
NOTES 7~42f airborne

HP Bushin Izuna Otoshi ↻ + HP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	22
ACTIVE	19
RECOVERY	5+17 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 7~45f airborne

EX Bushin Izuna Otoshi ↻ + P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	22
ACTIVE	24
RECOVERY	2+12 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f projectile and throw invincible, 7~47f airborne, tracks opponent's position

Bushin Izuna Otoshi, Throw During Bushin Izuna Otoshi, P



HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	150
STARTUP	1
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Bushin Izuna Otoshi, Elbow Drop During Bushin Izuna Otoshi, P



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	13
ACTIVE	UNTIL GROUND
RECOVERY	8
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Bushin Izuna Otoshi, Elbow Drop and Throw: As a forward-traveling flip with two follow-up extensions, this technique is used to punish anticipated projectiles from a distance. Button strength determines how far Guy travels: LP for close distances, MP for mid-range, and HP for long range. The EX version homes in on the enemy's location. During the Bushin Izuna Otoshi flip, press punch to initiate an attack. There is an immediate throw hitbox; if there's no victim nearby to throw, Guy proceeds into a variation of Elbow Drop, which has a slightly bigger hitbox. If you're specifically going for flip throw, press P as late as possible, close to the enemy. Press P earlier for flip into Elbow Drop. If you successfully flip over a projectile, always punish the opposing character with the throw variation. If you commit to the flip and the enemy never did anything, input P to drop early to avoid anti-air attacks. If they're afraid to use anti-air, use the flip to get close to the enemy; the elbow leaves you at a small frame disadvantage if blocked standing, or a frame advantage if blocked crouching. Threaten them with the throw extension (which is avoided by crouching) to get your foe blocking low. This allows you to get in with frame advantage via the elbow drop.

Run ↻ + K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	4
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

EX Run ↻ + K K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	4
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Sudden Stop During Run LK



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	16
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Shadow Kick During Run (MK)



HITS	1
BLOCK LEVEL	L
DAMAGE	110
STUN	100
STARTUP	9
ACTIVE	6
RECOVERY	22
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES –

EX Shadow Kick During EX Run (MK)

HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	100
STARTUP	9
ACTIVE	13
RECOVERY	14
ON HIT	–
ON BLOCK	-9
CANCEL	SU

NOTES 1~28f projectile invulnerable

Neck Flip During Run (HK)



HITS	2
BLOCK LEVEL	H
DAMAGE	100+70
STUN	200
STARTUP	22
ACTIVE	5
RECOVERY	20
ON HIT	+2
ON BLOCK	-6
CANCEL	–

NOTES 1st hit puts airborne opponent into free juggle state, 2nd hit puts opponent into limited juggle state

EX Neck Flip During EX Run (HK)



HITS	2
BLOCK LEVEL	H
DAMAGE	100+70
STUN	300
STARTUP	23
ACTIVE	5
RECOVERY	20
ON HIT	+2
ON BLOCK	-6
CANCEL	–

NOTES 1st and 2nd hit put airborne opponent into limited juggle state

Run, Sudden Stop, Shadow Kick, and Neck Flip: The Run technique is used to approach the opponent in various ways. The LK extension (Sudden Stop) halts Guy's rapid approach, freeing him up to act. Use this to quickly close distance after certain knockdowns, like after landing the chain (LP) ▷ (MP) ▷ (HP) ▷ (HK) in the middle of the battlefield. You can also cancel into Run ▷ Sudden Stop from certain failed attacks to move back into close range. The MK extension (Shadow Kick) is a low-hitting slide that causes a hard knockdown, while the HK variation (Neck Flip) is a slow overhead attack. Both options are unsafe when blocked, so use them cautiously; save the MK extension for combos, and use the HK version to hit crouching foes when they're wary of Sudden Stop followed by low attacks. Neck Flip leaves you with frame advantage on hit, granting another attack opportunity. EX Run has the hyper armor property. In fact, due to its speed, ↓↘ + K K ▷ (MK) is one of Guy's best methods of punishing a projectile: the armor on EX Run absorbs the fireball, then Guy slides into the opponent. If you're quick about absorbing the enemy's fireball with EX Run, you can even press (LK) to stop next to the enemy, followed by Ultra II to punish their recovery.

Kaiten Izuna Otoshi During jump, ↓↘ + (P)



HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	180
STARTUP	3
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

EX Kaiten Izuna Otoshi During jump, ↓↘ + (P) (P)

HITS	1
BLOCK LEVEL	–
DAMAGE	170
STUN	180
STARTUP	3
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~2f invincible

Kaiten Izuna Otoshi: This is a high damage aerial throw that's faster than any other air attack, making it ideal for air-to-air conflicts. The EX version is invincible just before the first active frame, helping it to beat an attack that your opponent does. It's possible to do it right off of the ground versus incoming jump attacks by inputting ↓↙←↖ + (P) (P). Since jump startup time isn't invincible, you won't be able to use this against the enemy's late jump-ins, but it does work as long as you become airborne before the enemy starts their jump attack.

SUPER & ULTRA COMBOS

Bushin Hasoken ↓↘↓↘ + (P)



HITS	7
BLOCK LEVEL	HL
DAMAGE	380
STUN	–
STARTUP	1+6
ACTIVE	2
RECOVERY	10+18 ON GROUND
ON HIT	–
ON BLOCK	-27

NOTES 1~9f invincible, full juggle potential, hard knockdown

Super Combo: Bushin Hasoken: Outside of being an invincible and damaging anti-air attack, Bushin Hasoken's high juggle potential allows it to be tacked on to numerous combos for massive damage. For example, any combo ending with Bushin Chain ((LP) ▷ (MP) ▷ (HP) ▷ (HK)) or LP Hozanto can be super-canceled into it with little effort. Guy's neutral jumping (HK) also knocks aerial enemies into a vulnerable state, allowing Bushin Hasoken to juggle near corners. As always, it's important to take damage scaling into account for combos with a high number of light attacks or total hits, since this Super Combo inflicts poor damage in those situations.

Bushin Muso Renge ↓↘↓↘ + (P) (P) (P)



HITS	19
BLOCK LEVEL	–
DAMAGE	500
STUN	–
STARTUP	1+1
ACTIVE	2
RECOVERY	38
ON HIT	–
ON BLOCK	–

NOTES Active in 1 frame if used as a reversal, 1~3f invincible, hard knockdown

UCII: Bushin Muso Renge: Outside of being a means of dealing extremely high damage off of a Focus Attack crumple, Guy's Ultra II is a high risk invincible throw used to supplement his defensive options and Run ▷ Sudden Stop. Bushin Muso Renge grabs slowly for a throw, so if the opponent isn't preoccupied with an action, they can always jump away on reaction. However, Ultra II comes out in 1 frame if it's used as a reversal, so it can punish any attack that leaves you at +1 or more. This also means it counters safe jump setups, limiting the enemy's offensive options. The addition of EX Red Focus also enables you to combo directly into Ultra II off of Guy's standing (MP) ▷ (HP) chain: cancel (HP) with EX Red Focus, immediately let the attack fly and buffer dash, then Ultra II during the victim's crumple animation. Though the cost is high, guaranteeing Ultra II with EX Red Focus can be the ticket to ending a round.

Bushin Goraisenpujin ↓↘↓↘ + K K K



HITS	7
BLOCK LEVEL	HL
DAMAGE	460
STUN	–
STARTUP	1+11
ACTIVE	2 (11) 2 (16) 2 (17) 2
RECOVERY	39
ON HIT	–
ON BLOCK	-20

NOTES 1~12f invincible, 1st hit juggle potential 1, hard knockdown

UCI: Bushin Goraisenpujin: This multi-hit Ultra is used to supplement Guy's counter hit combos near corners. The only useful way to land it mid-screen is after a Focus crumple, so you'll have to be aware of how close you are to a corner. If your opponent is within seven character lengths of a corner, any combo into Bushin Chain or Hozanto can end with FADC into Ultra I. When you're right next to a corner, you can juggle after the Bushin Chain into Ultra I without FADC. Bushin Chain usually causes a ton of damage scaling, though, so it's better to save Ultra I for higher-damage counter-hit situations, like Combo II and III. Also use Ultra I to travel through projectiles at short distances. Even though this is generally not very useful, one situation where it's viable is whenever Ryu or Ken performs max-range crouching (MK) ▷ Hadoken to push you away. If they're not directly next to you, there's a gap between the kick and the fireball, just enough space to fit in Ultra I. Lastly, Ultra I can replace crouching (HK) in option selects. For example, safe jump (HP) against a rising character and end Ultra I's command during the hitstop that occurs when the opponent blocks (or eats) your jump-in. If they backdash to avoid your jump-in, there's no hitstop to prevent Ultra I from activating, so it punishes backdash for massive damage.

Recommended Ultra Choice: Double Ultra

Their limited uses make either of Guy's Ultra Combos extremely hard to land. Although damage is reduced, having both available gives you the flexibility needed to restrict your foe's offensive options while also keeping a little extra firepower around for a comeback. Bushin Muso Renge still does extremely high damage despite double Ultra's weakened output, and as long as you save Bushin Goraisenpujin for combos with low damage scaling, it's still worth using (see Combo II and III).

Overview

PROS:

- Guy's counter-hit-oriented, close-range offense is powerful, and backed by numerous ways to reestablish close range after failed attacks
- Crouching LK can be used as a 3-frame crouch tech
- He has many more methods of getting around projectiles than a typical close-range character
- Multiple unique escape methods make him very difficult to corner

CONS:

- One of the slowest jumps in the game for an aggressive character
- Guy's ground game is largely based around moves that are very vulnerable to jumps, Focus Attacks, and whiff punishing
- No reversal options when meter isn't available
- Both Ultra Combos have limited use, reducing comeback ability
- Weak defense prevents him from competing effectively with grapplers, like T. Hawk and Zangief

Guy is a highly mobile offensive character with a large active attack range. He flourishes in matches where the defending character doesn't have strong reversals or mid-range attacks, or against characters that fall apart facing his powerful wake-up offense. Unfortunately, his slow jump makes him highly reliant on vulnerable special moves to get around projectiles, while his mid-range options, though effective, are weak against Focus Attacks and jumps. The key to bypassing these problems is to squeeze your way into close range with the limited ground game you do have, and then focus on implementing an airtight wakeup game to secure the victory.

Guy's objective is to establish close range. He achieves this objective by:

- Punishing a whiffed normal move with crouching HK or standing MP ▷ ↻ + K ▷ MK
- Jumping over and punishing a ground attack
- Forcing the enemy to block standing MP ▷ ↻ + K ▷ LK to move in
- Dipping under and punishing a projectile with MP Hozanto
- Leaping over a projectile with Bushin Izuna Otoshi



GUY'S TUNING HISTORY

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Crouching LK startup reduced from 4 frames to 3	Easier to beat out fast attacks and throws
Standing MK startup reduced from 9 frames to 8, recovery reduced from 14 to 12	Better at preemptively beating attacks, less susceptible to whiff punishment and jumps
Standing MP hitbox expanded forward and downward	Better at punishing missed crouching moves at mid-range
Neck Breaker now +2 instead of -2	Can't be countered by Focus Attacks, better position to attack after hit
Standing MP ▷ HP chain's second attack hitbox expanded downward and forward	Second hit less likely to miss at the edge of its range
Reduced follow-up attack startup time after EX Run from 11 frames to 5	Attacks can now be done out of EX Run faster, making it better for punishing projectile recovery periods
Sudden Stop segment of EX Run now has hyper armor	Can use EX Run then Sudden Stop to plow through multi-hit moves
Shadow Kick segment of EX Run now has projectile invulnerability	The combination of EX Run's armor and Shadow Kick's projectile invulnerability make it easier to slip past shots
Super Combo damage increased from 350 to 380, hits connect more consistently	—

Arcade Edition to Arcade Edition 2012

CHANGE	EFFECT
EX Bushin Senpukyaku's first hit hitbox expanded, active period increased from 1 frame to 2	Lessens probability of attack missing even up close
Backwards walk speed increased	Easier to move out of the range of enemy attacks
Air ↓ + MP now activates from ↙, ↓ or ← input position and not just ↓	—
Bushin Izuna Otoshi landing recovery is decreased if no follow-up is performed	Easier to safely escape corners with Bushin Izuna Otoshi
Forward/back throw range has been increased	Improves ability to throw between attack strings
Vertical jump HP hitbox expanded downward	Now better in air-to-air exchanges
Angled jump HK hitbox expanded forward and downward, hurtbox expanded accordingly	Less susceptible to low-profile moves ducking underneath hitbox
Angled jump MP hitbox expanded forward and downward, hurtbox expanded accordingly	Now better in air-to-air exchanges
Bushin Goraisenpujin travels further before first hit, expanded hitbox in front, made easy command mode input the same as *SSFIV*	Easier to use in juggle combos, easier to pass through projectiles in close quarters
Neck Flip now doesn't fly over some crouching enemies at close range (Adon, Cammy, Chun-Li, E. Honda, Juri, Sakura, Vega)	—
Wall jump follow-up attack input can now be done faster	—
Bushin Hasoken's final hit hitbox expanded	Final attack less likely to miss

Arcade Edition 2012 to *Ultra Street Fighter IV*

CHANGE	EFFECT
Forward and backwards walking speed improved	Ability to slip in and out of enemy attack range is improved
Standing LK hitbox expanded upwards	Better as anti-air
Standing HK startup reduced from 8 frames to 7, active frames increased from 3 to 5, hitbox has been expanded upward and forward	Better as anti-air
Crouching MP hitbox reduced downwards	Anti-air capability reduced
Air ↓ + MP hitbox expanded downward slightly	Reduces the number of low-profile crouching attacks that dip under Elbow Drop
← + HK startup decreased from 11 frames to 7	Can now be used in link combos
Standing MP ▷ HP chain's 2nd hit hitbox expanded downward	Second hit now misses less often against crouching opponents
HP Hozanto startup reduced from 30 to 28	Slightly better at punishing projectiles
Sudden Stop recovery reduced from 17 to 16	Canceling into Sudden Stop as an approach option is slightly safer
Neck Flip's 1st hit hitbox expanded downward, 1st hit is now an overhead	Neck Flip hits sooner and inflicts more damage against crouching characters
EX Run ▷ Neck Flip is a limited juggle setup on aerial hit	1st hit no longer causes free juggle state against aerial enemies, reducing follow-up possibilities
EX Bushin Senpukyaku 1st hit hitbox expanded	Reduces the likelihood of missing against jumping characters at close range
Bushin Goraisenpujin 2nd hit's traveling distance increased slightly	Removes possibility of second attack whiffing if the first connected from far away

LONG RANGE

Your initial approach is a difficult one. However, Guy has numerous weapons versus strong long-range characters, particularly if projectiles are the problem. Bushin Izuna Otoshi, HP Hozanto, EX Run ▷ Shadow Kick, and forward jump are all viable options. The key is to vary between these options at random, which makes your opponent's counter measures harder to implement.

Guy is defined by his long, soaring jump, which travels a great distance. This makes it easy for an opponent to anti-air Guy's jump, but it also gives him a capability few other characters have: he can use a jump-in combo to punish most projectiles from extremely far away. The forward jump must be done in anticipation, just before the projectile's release. Jump later and you won't reach the recovering opponent quickly enough. Since jumping over projectiles like this is essentially a guess, pay close attention to the enemy's actions when you commit to it; if you guess incorrectly and they don't throw the projectile, immediately perform ↑ + MP to Elbow Drop to the floor early, ideally baiting out recovery heavy anti-air attacks. If the opponent does something absurdly unsafe, like Ryu's MP Shoryuken, punish it with a combo. Most normal anti-air attacks, like Balrog's crouching HP, recover too quickly to be punished, but it's worth Elbow Dropping early anyway to avoid damage while gaining a little ground. If the opponent doesn't commit to anything, they can anticipate and counter a whiffed ↑ + MP, since Guy is vulnerable to crouching attacks upon landing. Counter that option by jumping forward with late jumping HK. This likely gets blocked because they're waiting for ↑ + MP to whiff, but you'll land directly next to them with frame advantage.

The same idea applies to Bushin Izuna Otoshi (↓↘ + P), which is used to punish projectiles with exceptionally fast recovery (like Guile's Sonic Boom or Dee Jay's Air Slasher). If you start Bushin flip and they don't throw a projectile, immediately input P to drop to the floor. Amusingly, if the opponent is ever wary enough to not use anti-air, and if they predominantly guard standing, Bushin Izuna Otoshi looks deceptively similar enough to a regular jump to leave them open to its throw extension. This is on the gimmicky end of tactics, though.

EX Run (↓↘ + K K) also plows through projectiles from this position, though it must be done at the moment of a shot's release. If you misjudge your foe's intention and do EX Run at the wrong time, use the opportunity to move in: do Sudden Stop (LK) to get close enough to start an offense, or go for Neck Flip (HK) if they tend to guard low when you approach. Note that Sudden Stop's armor doesn't stop the opponent from throwing you out of it if you end up right next to them. So, periodically stop outside of the opponent's throw range to keep them guessing.

MID-RANGE

Your goal when entering mid-range is to knock the opponent down, or to move into close range via a blind spot in their defense. This strategy is achieved by controlling their positional advances first, causing them to make riskier decisions later. Guy's crouching HK is their first barrier to entry. Dance in and out of their max striking range, backing away when you anticipate an attack. If you back away in time for their attack to whiff, punish it with crouching HK to score a knockdown. Standing MP can also be used to punish some missed attacks for a combo (ST. MP ▷ ↓↘ + MK ▷ MK, or, near corners, ST. MP ▷ ←↙ + P P ▷ FADC, ↓↘ ↓↘ + K K K), but it doesn't work versus moves with an exceptionally low profile. Your foe's answer to this is to walk so far into range that it's impossible for you to force them to miss. When this happens, fall back on standing MK to push them out, which is built to deal with far-reaching low attacks like Ryu's crouching MK. Press ST. MK whenever the opponent first enters its max range. When closer, press standing MP instead, which is faster.

When standing MK and MP become a threat to the enemy's advances, their goal is then to force these attacks to whiff, to jump over them for a full combo, or to throw projectiles to shut down your ground game entirely. To deal with their backwards movement, walk extremely far forward; if the enemy gets nervous and tries to do a preemptive low attack, stop it with standing MK. Closer in, do standing MP ▷ ←↙ + LP, which combos on counter hit. A riskier option is to catch their backwards movement with max-range crouching HK. If spaced to connect from as far away as possible, you're left at a neutral 0 frame position when it's blocked, making it completely safe. Your opponent can still walk forward and block it to make it punishable, so use it only rarely for this reason.

If your opponent ever hesitates to stop your forward movement, dash into close range, or walk forward and make them block ST. MP ▷ ↓↘ + K ▷ LK. Though Sudden Stop is extremely punishable in this situation, it's very difficult to react to, and you can easily deal with attempts to stop it by not canceling standing MP, watching the opponent's attack whiff, then punishing their recovery with crouching HK. You can also cancel standing MP into ←↙ + LP to counter hit late attempts to beat your approach. There's a gap in that sequence, though, so use it carefully.

If you ever anticipate a jump, drop everything you're doing and wait for it. Punish jumps you react to early with standing HK. Against dive kicks and jumps that are harder to read, use late EX Bushin Senpukyaku. Vertical jump MK and HK can also be used preemptively to stop incoming jumps. If vertical jumping HK hits only one time near a cornered enemy, juggle after it with ←↙ + P P or ↓↘ ↓↘ + P.

Deal with projectiles from this range either with ↓↘ + K K ▷ MK, with ←↙ + MP, or with an anticipatory jump into air ↑ + MP (and, if it hits, transition into a combo). Your opponent may jump vertically to avoid MP Hozanto or EX Run, hoping they can land on you with a combo. If they jump up, walk forward and do standing HK to knock them out of the sky.

When Focus Attacks are used to counter your ground attacks, anticipate and counter them with EX Hozanto. As long as you have S.C. Gauge, the opponent should never get away with Focus posturing from a distance. Without S.C. Gauge, stopping Focus Attacks is much harder; walk way forward and do Guy's MP ▷ HP chain, or his ↷ + MP overhead.

CLOSE RANGE

Much of Guy's close offense revolves around variations of Combo I, Combo II, and Combo III, with lots of throws and ↷ + MP overheads mixed in to open up the enemy's defenses. Combo I is the most flexible of the bunch because it starts with a 3-frame low attack and the first two hits are easily verifiable, but it's also the least damaging. If the CR. LK, CR. LP opening doesn't hit, forgo the rest of the combo and go for a follow-up. Either walk up and throw them if you expect the opponent to guard, or use immediate ST. MP ▷ HP ▷ ←↙ + LP to counter hit your foe's attempt to stick out an attack. From the same position, you can also go for crouching MP; if it hits, link into ST. MP ▷ ↓↘ + K ▷ MK. Note that this is a 1-frame link on normal hit, so plink it to improve consistency.



Guy's crouching LK has more range than any of his other close-range attacks. When you're pushed out to a distance, like after crouching LP x2 is blocked, your best verifiable opening is crouching LK linked to standing MP. Closer up, crouching LK x3 then standing MP is also a strong opening because it catches your foe's throw tech attempts after the first crouching LK is blocked. Crouching LK to standing MP is a 1-frame link, though, so learn to plink standing MP with LP to make it easier.

Like the secondary attack cited above, you can break either of Combo I's two openings (CR. LP x2, or CR. LK, CR. LP) to go for a throw. This adds an element of unpredictability to your attack, which could make your enemy more willing to press buttons during a perceived gap. For example, force your opponent to block crouching LP (which leaves you at +3 when guarded) then throw when they're comfortable blocking. When you sense they want to stop your throw with an attack, pause slightly then perform crouching LP linked to ST. MP ▷ HP ▷ ↺ + LP. The small gap may cause your enemy to misread your intention as they expect a throw attempt, leaving them vulnerable to counter hits.

Your opponent's counter to basic throw and counter hit variations like this is to block and escape throws much later than normal. This is where Combos II and III come into play. Both sequences have relatively slow and deliberate opening strikes that are perfect for purposefully leaving big gaps in an offense, giving the enemy more time to sweat over the possibility of getting thrown. If they input a throw escape really late during the sequence, your attack counter hits, resulting in massive damage. Combos II and III are by far two of Guy's biggest damage sources, so learn to set them up properly.

To support his powerful counter-hit game even further, you can kara cancel to increase throw range slightly by inputting MP~LP + LK. If done correctly, you should be able to throw from as far out as after blocked CR. LP x2.

When a close-range attack fails, like when either crouching LP x2 or CL. MK is guarded, you can cancel a follow-up normal into Run ▷ Sudden Stop to quickly move back into close range. This always leaves you at a frame disadvantage. Even worse, it puts you at a punishable disadvantage of -7 if done from standing MP, perhaps Guy's best poke. To get around this problem, two things have to be done:

- Cancel into Run ▷ Sudden Stop only from normal attacks that leave you at a safe frame disadvantage, like Guy's MP ▷ HP chain. This leaves you at only -1, just enough to safely block incoming reversals.
- To prevent the opponent from doing quick light attacks versus your frame disadvantage after Run ▷ Sudden Stop, occasionally cancel into ↺ + MP, which will counter hit your opponent's button presses. Hozanto's starting animation looks just similar enough to Run's to make it difficult to distinguish between the two. There's only a 3 frame gap between MP ▷ HP and MP Hozanto, which isn't large enough for the enemy to safely stick out a light attack or throw without trading hits.

By varying between these options based on the enemy's response, this approach becomes practically airtight despite the frame disadvantage. Attempts to hit Guy's Run may just get your foe counter hit by MP Hozanto. It's even worse if they attempt a reversal and you block it. When they hesitate to attack, come out of Sudden Stop with Combo I, a kara throw, or even Combo III to counter extremely late throw-tech attempts. When they're afraid of low attacks in this situation, start canceling MP ▷ HP into Run ▷ Neck Flip to nail them with a damaging overhead.

LP and MP Hozanto are at -1 and -2 when blocked, which isn't punishable except in specific circumstances (the grabs of Zangief or T. Hawk are fast enough to punish, and Chun-Li, Decapre, Ken, and Poison have Supers that strike on frame 2). Despite this mild frame disadvantage, you can threaten the opponent's immediate attacks with EX Bushin Senpukyaku, EX Run, or Focus Attack. When they hesitate, beat slow moves with crouching LK, or counter hit them with ST. MP ▷ ↺ + LP. When they're completely afraid to act, perform ST. MP ▷ ↻ + LK ▷ LK to move back into close range.

Any combo ending with Shadow Kick can lead to a safe jump that's safe to 4-frame reversals. To do it, simply hold up after Shadow Kick hits, then fall with either jumping HP or LP. Hold ↖ for a moment as you land to guard any incoming reversal, then proceed with the throw or combo mix-up of your choice. Vary between jumping HP or LP to produce different lengths of blockstun, which makes it harder for the enemy to counter with a throw escape or reversal. Delayed wakeup ruins this setup outright, but you can still land and immediately follow it with crouching LK to meet them as they stand. Note that this setup misses against characters with slow wakeup periods (Blanka, Cammy, Decapre, and Sagat).

If at any point your foe pushes you to a corner, you have three highly valuable methods of escape. The best of these is to cancel standing MP (with or without the chain into HP) into HP Bushin Izuna Otoshi, which sends Guy flying to the opposite end of the screen, briefly covered by the victim's blockstun or hitstun. Your opponent can counter this with a jump-back attack just after they block standing MP, or by throwing a projectile in the opposite direction as Guy passes overhead. If they try for a jumping attack, you can counter with the throw extension just as they leave the ground. You don't have an answer if they just decide to throw a projectile, though. Either option is difficult for most players to implement, since they must be looking for this escape method over all others, and even then the timing required is exacting. Your second option out of the corner is to anticipate an incoming move from the opponent, jump backwards against the corner, then input ↷ to wall jump over the enemy's head. The opponent may expect this escape and counter it by jumping vertically with an attack. That's when your third option comes in: if your opponent ever jumps vertically or toward you to prevent your escape, perform EX Run to slip under them and out of the corner. Spending meter on the EX version is there to cover you from jump attacks if you do it late; attempting to Run under a falling opponent can potentially make you vulnerable to a cross-up attack, but EX Run's armor will absorb it.

Combos

I. CR. LK, CR. LP, ST. MP ▷ HP then cancel into either:

↻ + K ▷ MK
182 damage, 282 stun

Near corner, ↺ + LP, ↺ + HK
209 damage, 281 stun

Press CR. LP + LK for a low short that automatically escapes throws if done late versus an opponent's throw attempt. Against an enemy who backdashes to escape crouching LK, replace the standard opener (low short linked into low jab) with CR. LP ▷ ↑ + LP + HK. This option-selects the second LP into crouching HK, but only if they backdash away from the first low jab. Near corners, option select with CR. LP ▷ ↖ + LP + HK instead. This option-selects Guy's ↖ + HK if they backdash, which leads to a juggle combo. Note that if the two opening light attacks hit a standing opponent (a common occurrence if you hit with cross-up MK or empty jump into crouching LK), you can instead transition into LP ▷ MP ▷ HP ▷ HK for 196 damage and 270 stun. This is best done near corners, where you can juggle with HK Bushin Senpukyaku after the chain for 232 damage and 330 stun. Learn to verify when your target is standing during the opening hits so you never miss out on damage.

II. CL. MK, ST. MP ▷ HP, then cancel into either:

↓ + K ▷ MK
246 damage, 318 stun
Near corner, ← + LP, ← + HK
282 damage, 436 stun
Near corner, ← + LP ▷ FADC, ↓ ↓ + K K K
461 damage, 346 stun

This is a common combo starter used for frame traps. Close standing MK has slow startup of 7 frames, so it's best used to kill semi-late throw escape attempts. You're left next to the enemy with frame advantage if close standing MK is blocked, so stage a secondary attack consisting of either MP ▷ HP ▷ ← + LP, walk up Combo I, or a throw. Note that if CL. MK counter-hits an opponent near a corner, it is always worth going for the Ultra I variation for massive damage.

III. CR. HP, ST. MP, then cancel into either:

↓ + K ▷ MK
248 damage, 380 stun
Near corner, ← + P P ▷ FADC, ↓ ↓ + K K K
537 damage, 460 stun

Similar to Combo II, this opening is a standard counter-hit combo starter used in frame traps. Because it pushes you further out after the opening hit, it's less flexible than Combo II, but it leads to heavier damage. If you're near a corner with a ton of meter, always go for the Ultra I variation; this is one of Guy's strongest combos.

IV. CL. HK, ST. LP ▷ MP ▷ HP ▷ HK, then juggle with either:

← + P P
344 damage, 503 stun
← + HK
329 damage, 478 stun
↓ ↓ + K K K
470 damage, 403 stun

This is the standard combo to attempt whenever you get a big opening, like when you jump over a projectile, block a recovery-heavy reversal, or score a Focus Attack crumple. When in the middle of the battlefield, you can juggle after the Bushin chain with ← + P P for additional damage, but this is usually only worth doing to push the opponent to the corner. In cases where you've cornered the opponent, juggling with Ultra I after the Bushin chain generally does very low damage, so save it only for situations where you know you'll K.O. the enemy.

V. Guy's back to corner, CR. LK, ST. LP ▷ MP ▷ HP ▷ ↑ + HK, juggle with ← + HK, ↓ ↓ + P

436 damage, 275 stun

This is the optimal combo to go for when Guy's back is to a stage corner, a situation you can set-up by landing cross-up MK on a cornered foe. The ← + HK follow-up juggle must be done the absolute instant that the Bushin Chain throw extension recovers. The Super Combo follow-up is completely optional and deals mediocre damage, but if you need to end a round it's worth doing. You can forgo the ← + HK juggle and instead go for a reset by juggling with crouching LP: after CR. LP recovers, dash immediately to end up in front of the opponent, or dash slightly later to end up behind them. In either case, go for Combo I. Another option is to juggle with close standing HP, then cancel into either ↓ + K ▷ LK or ↓ + K ▷ delayed HK. The Sudden Stop variation frees you up to go for Combo I, a throw, or → + MP, while the Neck Flip overhead variation hits later than usual, enabling a rare Neck Flip link into crouching LK. The Neck Flip variant must be done slightly later than normal or else it misses.

VI. Opponent cornered, jump-in HK, ↖ + HK, juggle with ← + HK (4 hits), juggle with ↓ ↓ + P

591 damage, 560 stun

Although it's rare that an opportunity to land it ever comes up, this is a hugely damaging combo for big openings. The jump-in can be replaced with a Focus Attack crumple, or ↖ + HK can be done on its own if your opponent misses a big attack. If you stun the opponent with a long combo, do not go for this, because damage scaling will drastically lower the damage output. If you happen to stun them with a single hit, go crazy.

VII. Level 2~3 Focus Attack ▷ dash, CL. HK, ST. HP, ST. MP ▷, then cancel into either:

↓ ▷ K ▷ MK
381 damage, 610 stun
Near corner, ← + P P ▷ FADC, ↓ ↓ + K K K
529 damage, 660 stun

This is a character-specific, mistake-punishing combo that only works against a handful of the cast: Abel, Adon, Balrog, Dhalsim, Gouken, Guile, Hugo, Sagat, T. Hawk, and Zangief. Its damage output is huge, so it is well worth the effort to learn it, even if the situations you can land it are rare.

VIII. Opponent cornered, jump-in HK, CL. HK, ↖ + HK, then juggle with either:

← + P P, ← + HK
418 damage, 790 stun
← + P P ▷ FADC, ↓ ↓ + K K K
590 damage, 700 stun

Guy's faster Ninja Sickle can now be linked after close HK. The end result is a slightly improved punish combo against cornered opponents. The variant ending with Ultra I deals comparable damage to Combo VI, but with a smaller S.C. Gauge cost.

IX. CL. MK, ST. MP ▷ HP ▷ EX Red Focus, dash, ← ← + P P P

430 damage, 308 stun

This new Red Focus combo leads directly into Ultra II. The damage it deals is high, though the amount of resources spent makes its use questionable. Save it for desperate situations where you need a big comeback, or to cap the win in the last round. Note that Red Focus tends to whiff against some smaller characters, so save it for wider characters, like Abel, Dhalsim, Hakan, Rufus, and Zangief.

X. Counter hit CL. HP ▷ ↓ + K ▷ LK, CR. LK, ST. LP ▷ MP ▷ HP ▷ HK, then juggle with either:

← + P P
349 damage, 550 stun
Near corner, ← + HK
337, 530 stun
Near corner, ↓ ↓ + K K K
444 damage, 470 stun

This advanced combo only works on a counter hit. It's intended to replace Combos II and III when you're certain the enemy will press a button. Unfortunately, close HP ▷ Sudden Stop is -3 when blocked, so you're taking a slight risk every time you go for it.

HAKAN

First Appearance: *Super Street Fighter IV* (2010)

Data

STAT	VALUE	RANK
Vitality	1050	A
Stun Threshold	1100	S
Forward Walk Distance per Frame	0.03	D+
Backward Walk Distance per Frame	0.03	C
Dash Duration in Frames	18 frames	B+
Dash Distance	1.405 oiled, 1.05 dry	B+/D
Backdash Duration in Frames	8 invincible, 15 airborne, 4 grounded (27 total)	C
Backdash Distance	1.315 oiled, 1.05 dry	S/E-
Forward Pre-jump Frames	4 frames	A
Pre-jump Frames	5 frames	B
Jump Duration in Frames	37	B-
Diagonal Jump Distance	1.62	D+

W Ultra Damage: 60%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



STANDING NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+4
CANCEL	–

NOTES –

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	9
ON HIT	+5
ON BLOCK	+2
CANCEL	–

NOTES –

HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 40
STUN	100, 100
STARTUP	8
ACTIVE	3, 2
RECOVERY	17
ON HIT	+3
ON BLOCK	-1
CANCEL	–

NOTES –

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	–

NOTES –

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	–

NOTES –

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	12
ACTIVE	4
RECOVERY	17
ON HIT	+0
ON BLOCK	-3
CANCEL	–

NOTES –

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES –

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES –

Crouching HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	75, 75
STARTUP	14
ACTIVE	2, 2
RECOVERY	22
ON HIT	-2
ON BLOCK	-6
CANCEL	–

NOTES – Only chain cancels when oiled

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	CH

NOTES –

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	17
ON HIT	-3
ON BLOCK	-6
CANCEL	SP, SU

NOTES –

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	110
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	26
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility, puts airborne opponent in limited juggle state, soft knockdown on airborne opponent

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	11
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	9
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincibility

Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	100
STARTUP	8
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

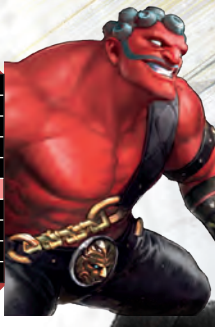
NOTES 1~13f lower body projectile invincibility, puts airborne opponent in limited juggle state, soft knockdown on airborne opponent

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	11
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~18f lower body projectile invincibility, puts airborne opponent in limited juggle state



Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	11
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	9
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

NORMAL THROWS

Hakan's neutral and back throws operate in much the same fashion; their primary differences are the direction Hakan launches his opponent and the 10 extra damage allotted to his back throw. As Hakan's command throw cannot be teched, has greater range, and deals more damage than either of his normal throws, you won't be overly reliant on these to punish opponents for blocking. You can, however, attempt a throw and take advantage of the comparatively speedy recovery and attempt a neutral or forward jumping (MP), try to jump and grab your opponent with an air throw, or simply react to the jump with an Ultra II to shut down an opponent who is likely to jump away from your Oil Rocket.

Air Throw: Hakan's air throw has a large hitbox that hits enemies both above and below. Air throw makes for a good anti-air when you predict a jumping attack or find yourself airborne after an opponent has already jumped at you.



Hakan Throw (LP) + (LK)

DAMAGE	130
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.93

Hakan Reverse ⟲ + (LP) + (LK)

DAMAGE	140
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.93

Hakan Stomp During jump (LP) + (LK)



DAMAGE	150
STUN	150
STARTUP	2
ACTIVE	2
RECOVERY	–

NOTES Range 1.1



FOCUS ATTACKS

Hakan crouches slightly and crosses his arms over his chest as he charges his Focus Attack before lunging forward and shoulder-checking his opponent. Perhaps more than any other character, Focus Attacks play a very important role in Hakan's offense. When Hakan is not oiled up, his Focus Attack is merely average; the hitbox extends just as far as Hakan's head goes forward, giving it reasonable range if not great. Level 2 focus is +3 on block after a forward dash, letting you pressure an opponent even if you are not oiled up.

While oiled, Hakan gains the ability to move forward or backward with his Focus Attack. This pairs quite well with Hakan's ability to cancel dashes into attacks, allowing you to absorb a hit with a Focus Attack, dash cancel, and then land a normal hit as soon as you dash. You can also begin charging a Focus Attack out of range before moving close as you get closer to a level 3 Focus Attack.

Hakan cannot cancel an attack into Red Focus Attack in the middle of any of his combos. Against characters who will likely use multi-hitting attacks to preemptively break a focus attack, such as E. Honda with his Hundred Hand Slap, you can make a read when your opponent is likely to attempt to break your Focus Attack and counter him with a Red Focus Attack. As this is an expensive guess, you'll need to use it sparingly.



Focus Attack lv.1 (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-3)
ON BLOCK	-21 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 (MP) + (MK)

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 (LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-3)
ON BLOCK	-21 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 (LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

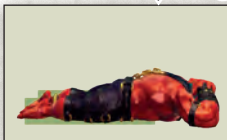
Red Focus Attack lv.3 (LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Guard Position (↓) + (P) (P) (P)



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	30 ~ 60
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f upper body invincibility, 8~14 less upper body invincibility, max 60f

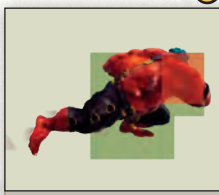
Hakan Smash (→) + (LP)



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	–

NOTES –

Hakan Tackle (→) + (MP)



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10
ACTIVE	7
RECOVERY	14
ON HIT	+0
ON BLOCK	-4
CANCEL	SP, SU

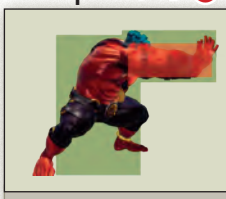
NOTES –

Guard Position: Hakan puts his head in his hands and lies down low on the ground. Hakan will remain prone on the ground for a minimum of 30 frames; if you do not release (↓), he will stay down for a full second. Guard Position allows Hakan to go under some attacks, notably shallow jump-in attacks as well as projectiles. Hakan goes low enough to go underneath even Sagat's Low Tiger Shot, but it does not avoid Juri's LK Fuhajin. Any hit Hakan receives during Guard Position becomes a counter hit. Hakan can cancel all versions of his Oil Dive and the EX version of Oil Shower into Guard Position.

Hakan Smash: Hakan claws at his opponent roughly at head level. This fast attack has a hitbox that hits above Hakan for 1 frame, allowing it to be used as an anti-air (if used with precision). Apart from this, it is safe on block and slightly advantageous on hit, allowing you to use it to set up an Oil Rocket. While oiled up, Hakan moves forward slightly as you use this attack.

Hakan Tackle: Hakan lowers himself slightly and lunges forward, slamming his shoulder into his opponent. Due to its range, Hakan Tackle can be used as a poke; however, at -4 on block, Hakan Tackle is slightly unsafe. Don't be predictable when you use this attack against an opponent on the defensive. Hakan's vertical hurtbox is diminished during this attack, allowing it to go under some higher attacks such as Juri's standing (HK). If used while dry, Hakan moves forward approximately 0.9 training mode squares. When oiled up, Hakan Tackle moves Hakan forward approximately 1.5 training mode squares. You can occasionally attempt to misdirect an opponent by barely whiffing a Hakan Tackle and then attempting to use an Oil Rocket before your opponent reacts. As Hakan Tackle is 30 frames long, it is easily whiff punishable by an opponent who is expecting this attack to whiff, so use this tactic sparingly. When you have meter to spare and are oiled up, you can use Hakan Tackle to quickly advance on your opponent or as a combo starter by Focus Cancelling and then dashing toward your opponent. Due to the speed required with this type of combo, you won't have enough time to hit confirm Hakan Tackle when used as a combo starter (see Combo IX).

Hakan Spear → + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	12
ACTIVE	6
RECOVERY	16
ON HIT	+0
ON BLOCK	-4
CANCEL	–

NOTES –

Step Low → + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	10
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

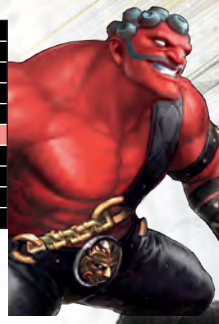
NOTES –

Front Kick → + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	13
ON HIT	+0
ON BLOCK	-3
CANCEL	–

NOTES –



Hakan Spear: Hakan leans forward as he shoves his opponent with both hands. This highly damaging poke works well at mid-range where it is likely safe, even though it is -4 on block. Oftentimes this is the highest amount of damage Hakan can deal with a whiff punish attack. Hakan's hitbox extends far in front of him during Hakan Spear while his lower hurtbox is far removed from the edge of the active attack, allowing Hakan Spear to go over low attacks of taller opponents for a highly damaging low crushing poke. While dry, Hakan Spear moves you forward approximately 0.4 training mode squares. When oiled up, Hakan Spear moves Hakan forward approximately 0.9 training mode squares.

Step Low: Hakan kicks forward at his opponent's shins. This fast attack hits a reasonable distance away from Hakan and is often safe at -3, provided you are not at point-blank range when using Step Low. While oiled, Step Low moves Hakan forward approximately 0.3 training mode squares.

Front Kick: Hakan attempts a dirty blow and brings his leg upward, kicking his opponent below the belt. Front Kick doesn't have particularly good range while Hakan is dry, but while oiled up, it becomes a useful mid-range poke, as Hakan moves forward 0.4 training mode squares during the startup of this attack.

Step Knee: Hakan twists his body, kicking with his back leg. Step Knee is a hard knockdown on hit; due its speed and range, it commonly takes the place of a sweep for whiff punishing and stopping a character from walking away from you in a mid-range footsies confrontation. At -5 on block, Step knee can be relatively safe when spaced correctly.

Hakan takes a large step towards his opponent as he performs his Step Knee; he moves forward approximately 1.3 training mode squares while dry, and when oiled, Step Knee moves Hakan forward approximately 1.6 training mode squares. Due to the long range of this poke, you can use it to punish blocked moves that are quite negative but have a recoil animation, leaving your opponent far away from you, like Blanka's Rolling Attack or E. Honda's Sumo Headbutts. Step Knee has a juggle potential of 1, so it can hit an opponent after an air-to-air MP (see Combo IV). Step Knee is a hard knockdown on hit, allowing Hakan to attempt to set up an Oil Dive or an Oil Rocket.

Step Knee → + HK



HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	20
ON HIT	–
ON BLOCK	-5
CANCEL	–

NOTES Hard knockdown, juggle potential 1

SPECIAL MOVES



LK Oil Shower ↓ + K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	53
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Partial oil duration 20~35f: 3 seconds, 36~45f: 4 sec, 46~51f: 5 sec, 52~53f: 6 sec

MK Oil Shower ↓ + MK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	69
ON HIT	–
ON BLOCK	–
CANCEL	–

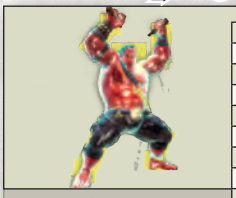
NOTES Partial oil duration 20~43f: 4 sec, 44~59f: 5 sec, 60~71f: 7 sec, 72f: 8 sec

HK Oil Shower ↓ + HK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	83
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Partial oil duration 20~46f: 5 sec, 47~62f: 8 sec, 63~85f: 10 sec, 86f: 12 sec

EX Oil Shower ↓ + K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	83
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~83f projectile invincible, from 3f onward can cancel into Guard Position, Partial oil duration 15~46f: 6 sec, 47~69f: 9 sec, 70~85f: 12 sec, 86f: 15 sec

Oil Shower: Hakan splashes himself with oil, changing the properties of some of his normals, specials, Focus Attacks, and dashes. If Hakan is interrupted during an Oil Shower, he is not counter hit. The amount of time he gains in his oiled-up form is pro-rated by the amount of time he spent oiling up before he was struck. The EX version can be cancelled into guard position and has projectile invincibility.

LP Oil Slide ↓ + LP



HITS	1
BLOCK LEVEL	L
DAMAGE	50
STUN	100
STARTUP	9
ACTIVE	21
RECOVERY	17
ON HIT	–
ON BLOCK	-17
CANCEL	SU

NOTES Hard knockdown, armor break, puts opponent in limited juggle state, juggle potential 1

MP Oil Slide ↓ + MP



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	14
ACTIVE	21
RECOVERY	17
ON HIT	–
ON BLOCK	-17
CANCEL	SU

NOTES Hard knockdown, armor break, puts opponent in limited juggle state, juggle potential 1

HP Oil Slide ↓ + HP



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	14
ACTIVE	21
RECOVERY	17
ON HIT	–
ON BLOCK	-17
CANCEL	SU

NOTES Hard knockdown, armor break, puts opponent in limited juggle state, juggle potential 1

Oil Slide: Hakan slides across the ground, arms outstretched toward his opponent. Oil Slide is generally used as Hakan's combo ender; it is a hard knockdown and gives you the choice of two follow-up attacks. Oil Slide is unsafe on block if it hits early; though properly spaced, it can be as advantageous as +3 on block. Hakan can make it -1 on block by cancelling into a Focus Attack then dashing forward; when oiled, this gives Hakan a comparable +15 advantage as you cancel your forward dash into a normal attack.



EX Oil Slide

HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	200
STARTUP	14
ACTIVE	21
RECOVERY	17
ON HIT	–
ON BLOCK	-17
CANCEL	SU

NOTES 1~5f strike invincible, 6~50f projectile invincible, hard knockdown, armor break, puts opponent in limited juggle state, juggle potential 1

Body Press Before Oil Slide hits

HITS	1
BLOCK LEVEL	–
DAMAGE	80
STUN	100
STARTUP	–
ACTIVE	–
RECOVERY	50
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown, juggle potential 2

The EX version is projectile invincible until after the recovery. It also travels further when Hakan is oiled up. All versions have a juggle potential of 1.

Body Press Follow-up: After knocking an opponent down with Oil Slide, Hakan goes underneath to the far side, spins around, jumps, and lands on his opponent with a Body Press attack. The window to activate Body Press is quite small; as Oil Slide hits, you must hit any punch attack to do this damaging follow-up. Upon activation, the stun done by Oil Slide itself is reduced to zero to ensure that this attack will always hit. Hakan's Body Press is a hard knockdown, giving you enough time to safely activate LK Oil Shower before your rival stands up. This attack will work even if Hakan juggled into the first hit of Oil Slide.

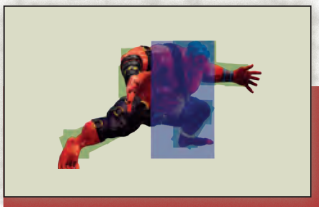
Oil Shower Follow-up: After Oil Sliding an opponent, Hakan can instead opt to simply oil up with this follow-up. Similar in execution to Body Press Follow-up, as Oil Slide hits, Hakan must press a kick button within a small window and he will use the LK version of Oil Shower. When you use this follow-up to Oil Slide, you have additional time to set up offense after oiling up as compared to using a LK Oil Shower after a Body Press Follow-up.

Oil Shower Before Oil Slide hits



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	50
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Same effect as LK Oil Shower





LP Oil Rocket

HITS	2
BLOCK LEVEL	–
DAMAGE	100, 50 (100, 70)
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	56
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown, additional damage when oiled, range: 1.05 dry, 1.794 oiled

MP Oil Rocket

HITS	2
BLOCK LEVEL	–
DAMAGE	110, 50 (110, 70)
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	56
ON HIT	–
ON BLOCK	–
CANCEL	–

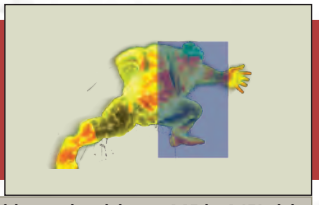
NOTES Hard knockdown, additional damage when oiled, range: 1.05 dry, 1.734 oiled

HP Oil Rocket

HITS	2
BLOCK LEVEL	–
DAMAGE	130, 50 (130, 70)
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	56
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown, additional damage when oiled, range: 1.05 dry, 1.674 oiled





EX Oil Rocket

HITS	2
BLOCK LEVEL	–
DAMAGE	160, 50 (160, 70)
STUN	160
STARTUP	3
ACTIVE	2
RECOVERY	56
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f strike invincible, hard knockdown, additional damage when oiled, range: 1.17 dry, 1.674 oiled

Oil Rocket: Hakan grabs his opponent, squeezes them, and sends them flying away. The LP and MP versions launch Hakan's opponent to the far end of the screen; the HP version doesn't send them nearly as far. This 3-frame command grab cannot be throw teched or crouched underneath; if your opponent is in a grab-able state, they will be grabbed if they are grounded and within range. The range on Oil Rocket greatly increases when Hakan is oiled up while the damage gets a slight boost.

EX Oil Rocket is invincible to strikes until active, making it Hakan's only reversal with invincibility; due to its invincibility and quick startup, EX Oil Rocket can be used to trip guard opponents attempting to safe jump Hakan.

Oil Dive: Hakan runs in place, then dives at his opponent. If he grabs his target, Hakan rolls with them for up to half the stage's distance, cornering the opponent if they are grabbed past the midpoint. As the strength of the Oil Dive increases, so does the startup time, the total damage dealt, and the amount of distance Hakan travels past a crouching opponent on a whiff. If you hold the K button used to activate Oil Dive, Hakan will run in place as his feet squeak while sliding on the ground. While charging Oil Dive, the range increases quite dramatically if you charge for about a second and a half. During Oil Dive Charge, Hakan can cancel the attack into Guard Position to relative safety.



LK Oil Dive

HITS	3
BLOCK LEVEL	–
DAMAGE	50, 50, 50 (50, 50, 80)
STUN	0, 0, 100
STARTUP	9
ACTIVE	4
RECOVERY	14+43 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Whiffs on crouching opponent, airborne 5~26f, additional damage when oiled, hard knockdown, Range: 1.888

LK Oil Dive charge

HITS	3
BLOCK LEVEL	–
DAMAGE	50, 50, 50 (50, 50, 80)
STUN	0, 0, 100
STARTUP	UP TO 92
ACTIVE	4
RECOVERY	14+43 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	GUARD POSITION BEFORE AIRBORNE

NOTES Whiffs on crouching opponent, airborne 1f after releasing, active 5f after releasing, additional damage when oiled, hard knockdown, max charge range: 2.068

Unlike Oil Rocket, Oil Dive does not hit crouching opponents; this grab will only connect with an opponent who is either standing or jumping. These rules are not quite hard and fast, however. When an opponent is standing up from the ground, they are considered to be actually standing for 1 frame; if you time an Oil Dive so that it hits as a meaty attack, it will grab them even if they are attempting to crouch. Curiously, if a standing opponent recovers from hitstun 7 frames or less before an Oil Dive becomes active, then once again Oil Dive is not crouch-able. As with similar setups used by Cammy, El Fuerte, and Guy, if your opponent decides to hit any attack while crouching (rather than to simply crouch), they will not be able to be grabbed by Oil Rocket regardless of the setup you use.

The easiest way to set up a non-crouch-able Oil Dive is off of chained crouching LK combos: simply confirm that your opponent is standing, and then link a LK Oil Dive after the final crouching LK. When Hakan is not oiled up, you can still link crouching LK together with 1-frame precision and retain the same setup. You can also hit your standing rival with standing or crouching LP, standing or crouching MP, or standing HP to set up a LK Oil Dive that cannot be crouched. Oil Dive gains a damage boost when Hakan is oiled up.



MK Oil Dive ⟲ + MK

HITS	3
BLOCK LEVEL	–
DAMAGE	60, 60, 60 (60, 60, 80)
STUN	0, 0, 150
STARTUP	14
ACTIVE	4
RECOVERY	14+43 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Whiffs on crouching opponent, airborne 9~31f, additional damage when oiled, hard knockdown, range: 2.458

MK Oil Dive charge ⟲ + MK

HITS	3
BLOCK LEVEL	–
DAMAGE	60, 60, 60 (60, 60, 80)
STUN	0, 0, 150
STARTUP	UP TO 92
ACTIVE	4
RECOVERY	14+43 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	GUARD POSITION BEFORE AIRBORNE

NOTES Whiffs on crouching opponent, airborne 3f after releasing, active 8f after releasing, additional damage when oiled, hard knockdown, max charge range: 3.028



HK Oil Dive ⟲ + HK

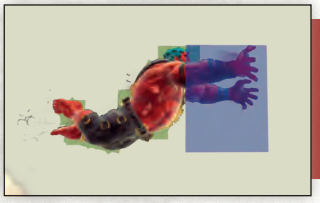
HITS	3
BLOCK LEVEL	–
DAMAGE	70, 70, 70 (70, 70, 80)
STUN	0, 0, 200
STARTUP	22
ACTIVE	4
RECOVERY	14+43 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Whiffs on crouching opponent, airborne 14~39f, additional damage when oiled, hard knockdown, range: 2.801

HK Oil Dive charge ⟲ + HK

HITS	3
BLOCK LEVEL	–
DAMAGE	70, 70, 70 (70, 70, 80)
STUN	0, 0, 200
STARTUP	UP TO 100
ACTIVE	4
RECOVERY	14+43 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	GUARD POSITION BEFORE AIRBORNE

NOTES Whiffs on crouching opponent, airborne 1f after releasing, active 5f after releasing, additional damage when oiled, hard knockdown, max charge range: 3.731



EX Oil Dive ⟲ + K K

HITS	3
BLOCK LEVEL	–
DAMAGE	80, 80, 80 (80, 80, 90)
STUN	0, 0, 150
STARTUP	19
ACTIVE	4
RECOVERY	14+43 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Whiffs on crouching opponent, airborne 11~36f, additional damage when oiled, hard knockdown, range: 2.938

EX Oil Dive charge ⟲ + K K

HITS	3
BLOCK LEVEL	–
DAMAGE	80, 80, 80 (80, 80, 90)
STUN	0, 0, 150
STARTUP	UP TO 95
ACTIVE	4
RECOVERY	14+43 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	GUARD POSITION BEFORE AIRBORNE

NOTES Whiffs on crouching opponent, airborne 1f after releasing, active 5f after releasing, additional damage when oiled, hard knockdown, max charge range: 3.865

SUPER & ULTRA COMBOS



LK Flying Oil Spin

⟲ ⟲ + LK

HITS	7
BLOCK LEVEL	–
DAMAGE	50 X 6, 100 (50 X 6, 150)
STUN	0
STARTUP	1+9
ACTIVE	3
RECOVERY	14+40 ON GROUND
ON HIT	–
ON BLOCK	–

NOTES 1f invincible, 2~13f invincible to strikes but not projectiles, 5~26f airborne, hard knockdown, range: 3.535

MK Flying Oil Spin

⟲ ⟲ + MK

HITS	7
BLOCK LEVEL	–
DAMAGE	50 X 6, 100 (50 X 6, 150)
STUN	0
STARTUP	1+12
ACTIVE	3
RECOVERY	14+40 ON GROUND
ON HIT	–
ON BLOCK	–

NOTES 1f invincible, 2~14 throw invincible 5~26f airborne, hard knockdown, range: 3.528

HK Flying Oil Spin

⟲ ⟲ + HK

HITS	7
BLOCK LEVEL	–
DAMAGE	50 X 6, 100 (50 X 6, 150)
STUN	0
STARTUP	1+16
ACTIVE	3
RECOVERY	14 + 40 ON GROUND
ON HIT	–
ON BLOCK	–

NOTES 1f invincible, 2~15 projectile invincible, 5~26f airborne, hard knockdown, range: 3.525

Flying Oil Spin: Hakan leaps forward, performing a super version of his Oil Dive attack; upon grabbing his opponent, Hakan slides back and forth five times, eventually carrying an opponent halfway across the stage. Like the regular versions of Oil Dive, your rival can crouch under the grab. The LK version is the best for anti-air due to its fast startup and invincibility. The MK version cannot be thrown; you can take a risk and throw it out to beat an opponent's tick throw setup. The HK version of Flying Oil Spin is invincible to projectiles, allowing it to punish fireball attempts from half screen.

Oil Coaster ⟲ ⟲ + P P P



HITS	5
BLOCK LEVEL	–
DAMAGE	75X4, 180 (84X4, 194)
STUN	0
STARTUP	1+0
ACTIVE	2
RECOVERY	51
ON HIT	–
ON BLOCK	–

NOTES 1~2f invincible, range: 1.515, additional damage when oiled, hard knock down

Flying Oil Spin counts as a throw; it cannot be used in combos except after a Focus crumple. When oiled up, Flying Oil Spin deals 50 additional damage on the final hit. If his Super whiffs, Hakan now crosses over to the far side of his opponent.

Oil Coaster: Hakan grabs his opponent and launches them into the air, then catches them. Using near zero friction and centrifugal force, he builds up his opponent's speed before sending them flying towards the corner. Oil Coaster is a 720-style offensive command throw Ultra with 0 frames of startup; if you use Oil Coaster offensively, your rival will have to either jump or use an invincible attack before the Ultra freeze occurs. Due to its lack of any sort of startup, Oil Coaster will always hit your opponent if you reversal while they are at disadvantage after blocking their attack, making many mostly-safe attacks highly punishable (such as Fei Long's EX Rekken Ken 2nd hit or Ken's EX Shoryuken FADC forward). When Hakan is oiled up, he deals additional damage. Due to the invincible startup, Oil Coaster will grab opponents out of tight safe jump attempts, such as Ryu's jump after a crouching HK.

Oil Combination Hold



HITS	8
BLOCK LEVEL	–
DAMAGE	30X6, 60, 161 (29X5, 30, 57, 218)
STUN	0
STARTUP	0+1
ACTIVE	30
RECOVERY	42
ON HIT	–
ON BLOCK	–

NOTES 1~30f invincible, hard knockdown, juggle potential 1

Oil Combination Hold: Hakan slathers himself with oil, lies flat, and waits for his opponent to make a move. If his opponent is, or becomes, airborne near Hakan, they will slip off of Hakan's chest where Hakan will grab them and, with tremendous pressure, shoot them toward the wall. Oil Combination Hold has zero startup before it is active, and though it doesn't hit grounded opponents, it will catch any airborne opponent; it is invincible until active frames end. The hitbox is very large, making it work well against jumping attacks that attack from the front or cross over, backdashes, and normals that make opponents airborne, such as Juri's far HK. Due to the lack of any startup, Oil Combination Hold cannot be safe jumped. When Hakan is oiled up, this attack deals additional damage.

Unlike Hakan's Super or other Ultra, Oil Combination Hold is a strike, and thus can be used in combos that do not require your opponent to be in a crumple state. Oil combination Hold has a juggle potential of 1, so it can be linked after a jumping MP or after Oil Slide Focus Attack forward dash cancel (see combo). Oil Combination Hold is a hard knockdown on hit and gives you enough time to oil up with HK Oil Shower afterward (see Combos IV and VII).

Recommended Ultra Choice: Double Ultra or Personal Preference

With W Ultra selected, Hakan's Ultras are reduced to 60% of their normal damage. Hakan's two Ultras are quite complementary in nature; Ultra I hits opponents on the ground, and Ultra II hits opponents in the air. You can force a powerful guessing game by selecting W Ultra, getting to an advantageous scenario, such as off of a blocked level 1 Focus Attack dash cancelled into a crouching LK, and then picking an Ultra and making your opponent take a guess to avoid taking on the non-scaled damage of a raw Ultra attack. The only drawback to having this powerful mix-up option is the steep damage reduction; as Hakan isn't likely to land his Ultra attacks after very many hits into a combo, the damage scaling will always be quite large. If you prefer to have a single go-to Ultra that deals 50% more damage, either Ultra I or Ultra II are fine choices for any matchup. Ultra I is often more useful at punishing attacks that are safe in most matches. Meanwhile, Ultra II is one of the strongest and most reliable anti-air attacks in the game. Both Ultras can beat safe jump attempts, but Ultra II is better suited for this purpose, as the attack stays out for 30 frames and has a large hitbox, stopping both cross-over attacks as well as normal jumps. Against characters with dive kicks, Ultra II is generally more of a deterrent to their offensive style.

Overview

PROS

- Able to attack out of dashes while oiled, enabling combos after level 1 Focus Attacks and strong defensive options
- Unlike most grapplers, Hakan doesn't struggle with projectiles; he's able to punish projectiles from long range with EX Oil Slide and Flying Oil Spin
- Incredible range on LP Oil Rocket when oiled
- Able to land command grabs on opponents who are both on the ground or attempting to backdash or jump away

CONS

- Poor movement capability without oil
- Limited confirmable combos particularly when dry
- Poor defensive options without oil; can get trapped in a corner easily when dry

Hakan is an offensive grappler with a weak form and a strong form that vastly change his toolset throughout the course of a round. When Hakan is oiled up, he has one of the scariest offensive capabilities in the game and some highly unique defensive skills. When dry, he's often at the mercy of his opponent's strengths. Being able to capitalize on Hakan's oiled pressure while being able to compensate for his lack of options when dry are of the utmost importance for Hakan's success.

Your objective is to keep Hakan in his strong oiled-up state and employ his command throws to repeatedly knock your opponent down. You achieve this by:

- Knowing how much time oil will last and finding time to reapply oil as necessary
- Knocking his opponent down with command grabs, normal throws, command normals, and by comboing into Oil Slides
- Taking advantage of Hakan's Focus Attacks and ability to cancel dashes into attacks
- Employing an active offense in order to buy more time to reapply oil

HAKAN'S TUNING HISTORY



Super Street Fighter IV* to *Super Street Fighter IV Arcade Edition

CHANGE	EFFECT
ST. HP hurtbox reduced	Better as anti-air
➔ + LK is now cancelable	Allows for quick punish combos
MK, HK, EX versions of Oil Shower recovery reduced by 5 frames	—
EX Oil Shower can be canceled into Guard Position	Allows Hakan to spend meter to safely gain oil when he has a small amount of time
Oil Shower follow-up after Oil Slide added	Gives Hakan same duration as LK Oil Shower
LP Oil Slide startup reduced from 14 frames to 9	—
Oil Dive can be canceled into Guard Position	—
Hakan's ↻ commands now accept the same shortcuts as Zangief and T. Hawk	Easier 360 and 720 motions
When oiled, normal moves buffered during a dash include momentum	—
Oil now stacks up to 30 seconds	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
Hakan starts each round oiled	Hakan can be offensive from the beginning without having to retreat until he can achieve oiled state
Neutral jumping LK hitbox extended	—
Neutral jump jab active frames increased from 3 to 8	Allows Hakan to have an attack that stays active as he approaches the ground
CR. HP now hits twice, damage changed from 100 to 50, 50, stun changed from 150 to 75, 75	Now beats Focus Attack
➔ + MP hurtbox reduced	Enables Hakan to avoid being counter hit while using it as a poke
Coward Crouch can be canceled into from a dash when oiled	—
Oil Sliding stun removed, Oil Sliding Body Press stun increased to 150	Total stun is the same but it all occurs on the last hit so that opponents do not get dizzy in between hits
MK, HK Oil Dive go over an opponent on whiff	Hakan will not be immediately next to his opponent making punishment harder and less damaging
Super startup reduced from 1+17 to 1+15 and now passes over opponents	Hakan will not be immediately next to his opponent making punishment harder and less damaging

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
ST. HP hitbox expanded upward	Better as anti-air
ST. MP recovery reduced from 10 frames to 9	Advantage on hit increases from +4 to +5, advantage on block increases from +1 to +2
CR. LK recovery reduced from 9 frames to 8	Advantage on hit increases from +3 to +4, advantage on block increases from 0 to +1
CR. MP now special and Super cancelable	Allows for faster and more damaging punish combos than CR. MK
Diagonal jumping MK hitbox expanded	Crosses up more easily
Hakan Tackle hitstun increased from -2 to 0, blockstun increased from -5 to -4 on block	—
Air Throw damage increased from 140 to 150	—
LP, MP, HP Oil Rocket throw range increased from 0.97 to 1.05 without oil	—
EX Oil Rocket throw range increased from 0.97 to 1.20 without oil	—
➔ + HK now a hard knockdown without oil	Allows Hakan time to set up a meaty attack though not enough time to oil up safely
Neutral jumping MP knocks down	Creates new juggle combos

OILED UP!

Hakan has two distinctively different states: a weak dry state and a much more powerful oiled state. Hakan achieves his oiled-up state by activating Oil Shower (↻ + K) or by using the K follow-up to an Oil Slide that hits his opponent (↷ + P ▷ K). Over time, Hakan's oily state ends, leaving him without the enhancements. From the start of every round, Hakan is in his oiled-up state for 10 seconds. If you oil up while Hakan is already in an oily state, the time allowed will accumulate for a total of up to 30 seconds. If you are hit while oiling up, you will gain a partial amount of oiled-up time; the longer Oil Shower lasts before being hit the more oiled-up time you will gain.

When oiled up, several of Hakan's attacks gain additional range or damage. Hakan moves forward during all of his command normals. Oil Rocket will grab an opponent who is further away while an oiled-up EX Oil Slide travels faster and further across the ground. His Oil Dive, Oil Rocket, Super combo, and both Ultra combos deal additional damage while oiled up. Hakan is also able to move forward or backward while charging up his Focus Attack.

Hakan's forward and backward dashes both travel further while oiled up. Beyond the additional range, you can also cancel dashes into normal attacks, greatly increasing Hakan's comboability. While oiled up, Hakan is the only character in the game to be able to combo off of a level 1 Focus Attack that isn't a counter hit.

Likewise, attacks like Hakan Tackle that can be cancelled into a Focus Attack can now have enough frame advantage to link afterward (see Combos V and IX). Against attacks that do not break armor, Focus Attack can be used almost like a parry from *Street Fighter III*: simply hit MP + MK, ⟶, ⟶, then any normal attack. This takes quite a bit of timing to accurately parry an attack. Hakan can do a similar defensive maneuver using the invincibility of his backdash: ⟲, ⟲, then any normal attack. You can cancel the invincible startup portion of the backdash or the grounded recovery of the backdash, but you cannot cancel the airborne portion of Hakan's backdash into an attack; to take advantage of the invincibility to dodge an attack and then counter your opposition, you can only wait a maximum of 8 frames after hitting ⟲ for the second time before you attack.

When you are standing far from an opponent that has limited ability to attack Hakan from long range, you may find enough time to sneak in a LK Oil Shower. Merely being at long range distance from your opponent does not imply that it is safe to oil up; characters like Balrog, Blanka, and M. Bison that have long-range moves that travel quickly across the screen are able to punish Oil Shower attempts done even at full-screen range. Some characters like Chun-Li and Dudley are even able to punish with an Ultra combo, leaving you not only down the lost life, but the attack will also last so long you won't even gain oil time by the time it is finished.

LONG RANGE

From afar, Hakan's limited options simplify his game plan quite a bit. Your primary goal is to either use an Oil Shower if you are dry or conserve oiled-up time and re-apply oil if you are already oily. As a secondary goal, you should be trying to work your way in to closer range. While oiled, Hakan can rapidly approach opponents using his forward dash or an EX Oil Slide.

Hakan is not as meter dependent as most characters. While at long range, you can attempt to build Super meter in a couple of ways: by whiffing an Oil Rocket or by whiffing an Oil Dive. Both of these methods give Hakan 40 points of Super meter, meaning it will take just under 7 whiffed throws to build one bar. As Oil Dive can be cancelled into Guard Position, you can cut the total time required down to a minimum of 43 frames, making this the faster option for building meter.

Unlike most grapplers, Hakan has little fear of projectile attacks. When an opponent throws a projectile from far away, you can easily use Guard Position to have it pass harmlessly overhead. You can even react to a projectile by starting up an Oil Dive and then cancelling it into Guard Position to build a bit of Super meter if you react quickly enough. EX Oil Slide can be used to punish a projectile on reaction from approximately half screen when dry, and from just shy of absolute full-screen distance when oiled up; you can then cancel the Oil Slide into a Body Press or an Oil Shower, depending on whether you feel the need for more oil or more damage. If you feel that obtaining a longer oiled state is more important than getting in and dealing a bit of damage, you can use EX Oil Shower to oil up for up to 15 seconds, as it is projectile invincible from start to finish; EX Oil Shower has the added capability of being cancelable to Guard Position, enabling you to end your shower a bit early if you recognize your opponent Focus canceling or otherwise following up their projectile. When you have full Super meter, you can reliably punish a projectile with HK Flying Oil Spin (↓ ↓ + HK) for strong damage, a hard knockdown, and a chance to oil up.

MID-RANGE

Hakan's mid-range game plan changes depending on whether or not you are currently oiled up. If you are dry, using an Oil Shower is the most important thing you can do (when an opportunity presents itself). If you are in an oiled state, your goal changes to relying on your long-range command normals and the maneuverability of your Focus Attacks and dashes to knock down your opponent before beginning your close-range offense.

Without oil, Hakan's normal attacks have short range and are of limited usability. With neither dash cancels nor the far distance of oiled command normals, such as Hakan Tackle (⟶ + MP) and Step Knee (⟶ + HK), you will have an uphill battle to beat any opponent in a footsies match. If you're insistent on fighting it out, your strongest poke in this scenario is Step Knee; it is fast and still has enough range to poke an opponent who is walking in too close, or to whiff punish an attack that doesn't quite reach you. On hit, you can follow up a Step Knee with dashing forward and attempting a LP Oil Rocket, whiffing a crouching HK, then attempting a LK Oil Dive, or going for a tick throw to either, or even just backing off and attempting to oil up. Occasionally, you can spend a bar and sneak in an EX Oil Shower and cancel it into a Guard Position to gain a few seconds of oily state (though an opponent who is looking for this tactic can easily whiff punish with a low attack that has good range). While Hakan is in his weak dry state, it's often worthwhile to retreat and see how your opponent reacts. If your opponent becomes overly aggressive in chasing you down, you can perhaps net a whiff punish or an anti-air, oil up, and then get back on the offensive.

While oiled up, your go-to pokes are standing HP, crouching HP, Hakan Tackle, Hakan Spear (⟶ + HP), and Step Knee. Standing HP covers a lot of space between Hakan and his opponent, often shutting down angles characters like Cammy or Yun may use to attempt to get in with dive kicks. Hakan Tackle has excellent range while oiled and can be used to rapidly approach an opponent, or even as a combo starter off of a whiff punish when you have meter (see Combo IX). Hakan's range can be quite deceptive, as he can dash forward and cancel his dash into an attack. An opponent may attempt to punish your pokes with a Focus Attack and can be hit with either an Oil Slide or a 2-hit crouching HP; crouching HP is -3 on hit, but if it hits a focusing opponent, it will armor break, become even, and leaving you within range to attempt an oiled up LP Oil Rocket, LK Oil Dive, or either Ultra if you're willing to make a gamble.

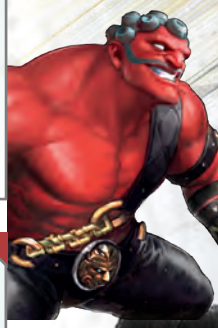
While oiled up, Hakan is able to move forward or backward as he charges his Focus Attack. Against characters that do not have invincible armor-breaking attacks, Hakan can maneuver forward while focusing to pin down an opponent who is outside of danger proximity when he starts his Focus Attack and attempt to scare an opponent into jumping or backdashing away. If you can maneuver Hakan into range, a level 1 Focus Attack combined with cancelling dashes into normal attacks will get you to close range, allowing you to pressure your opponent.

During a mid-ranged footsie match, you should always expect an opponent to try to jump in hopes of catching you during the recovery of one of your slower attacks. Hakan's anti-air options are reasonable if not great; many of Hakan's anti-air options don't even require oil to be effective. Hakan Smash (⟶ + LP) has a hitbox that covers the angles from which an opponent is likely to jump in at you. With the *USFIV* change expanding its hitbox vertically, standing HP is an excellent anti-air attack covering a sweeping arc, starting behind Hakan's head and ending in front of him. Also due to *USFIV* changes, now both diagonal and neutral jumping MP score a knockdown or allow you to juggle an airborne opponent with Combo IV.

If you're oiled up when your opponent jumps at you, you can attempt to parry his attack and get a ground combo by focus absorbing the hit, then forward dashing and canceling your dash with crouching MP ▷ ↓ + LP. An opponent jumping from some distance away can be hit with an anti-air Super for strong damage, time to oil up, and spatial control, as it pushes the opponent back approximately half the stage from where they were grabbed.

Likewise, Ultra II is excellent anti-air if you have enough time to complete the motion and activate the attack; if you think that your opponent is likely to jump at you, you can easily start buffering the Ultra by tapping down once or twice.

How you deal with projectiles in a mid-range setting is dependent upon whether or not you are oiled and how much Super meter you have. For 1 bar, Hakan can punish a projectile with EX Oil Slide whether he's oiled or not. If you are oiled up, you can absorb a projectile and then use a level 1 Focus Attack or just dash forward and use either Combo III or V, depending on if you are close enough for the Focus Attack to actually hit. If you can react to a projectile with HK Flying Oil Spin, you can score a hard knockdown and time to oil up.



CLOSE RANGE

When on offense up close, your goal is to repeatedly knock down your opponent and force the opposing player to guess between various unblockable methods of attack. While oiled up, Hakan is able to chain cancel his crouching shorts, enabling him to easily get at least a little bit of damage from Combo II. If Hakan is dry when he's close to his opposition on the offensive, he can still get damage off of hit confirming crouching two LK by attempting to land Combo VIII. From there, your decision is to go for the extra damage or to oil up for enhanced offensive pressure.

Your opponent will likely be afraid and panic when you get next to them; the likely responses (as the case always is with grapplers) you will need to deal with are backdashes and neutral jumps. A successful backdash will separate your enemy from you to buy them some time and space to begin their own assault. A neutral jump, on the other hand, is your opponent attempting to get a big punish opportunity by predicting your habits and knowing when you're going to use an Oil Rocket. In order for Oil Rocket to be effective, you must first convince your opponent to stay grounded. Hakan can attempt to make some risky reads, such as punishing backdashes with Oil Slide (and potentially Oil Slide FADC Ultra II), or punishing jump attempts with an air throw or using jumping MP as a combo starter and using Combo IV. You can also attempt some safer offensive plays, such as a normal throw followed by a neutral jumping MP and then a juggle knockdown with a ⇨ + HK. LK Oil Dive is an excellent tool for punishing backdashes as well as neutral jumps. When used with non-crouchable setups, this move becomes scary. There are two ways out of an Oil Dive setup that cannot be crouched: your opposition can use an invincible reversal or use any crouching attack. Whether the attack hits Hakan or not, your enemy will not be grabbed by Oil Dive while using a crouching attack.

After pushing yourself out with crouching LK chains, dashing back in with a standing LP, crouching LK, or standing MP is generally less risky than making a read and trying to air-throw or Oil Dive your opponent when he may try to jump away from an anticipated Oil Rocket.

You can link into crouching LP and hit confirm the first attack before going into Combo I. This pressure can, of course, be stuffed by an opponent who is using ground-based normal attacks. When Hakan is oiled, he can attempt to bypass these counter attacks by using his Focus Attack almost like a parry from *Street Fighter III*: absorb an attack with the armor from a Focus Attack, then either dash cancel the Focus Attack without releasing or simply go for a level 1 Focus Attack before dashing, and then cancel the dash into a grounded normal attack. This turns an opponent's counter hit into an opening you can capitalize on with Combo V.

If you can force an opponent to stay on the ground for fear of an Oil Dive, a safe bet is that their response will be a crouching normal attack. Crouching normals can be beaten easily with Hakan's Oil Rocket. LP Oil Rocket has tremendous range when Hakan is oiled up, but even while dry, you can still use Oil Rocket to great effect when paired with Oil Dive. Oil Rocket is active on the 3rd frame, making it slightly slower than T. Hawk or Zangief's command grabs. As you're likely to not attempt a tick throw off of a normal that doesn't have advantage on block, you won't ever be beaten out of your throw on startup.

When you are on defense, your situation can either change in an instant or be miserable. You have a pair of unique get-out-of-jail-free cards between Hakan's pseudo-parry Focus dash and his backdash cancel. While dry, you'll have to rely on the strike invincibility of EX Oil Rocket and your Ultra combo if you want to make a reversal. As Hakan's dry backdash travels the least distance of any backdash in the game (a sharp contrast to his oily backdash which travels the second furthest), you should avoid relying on it to escape dangerous situations. Instead, if you don't have meter to reversal, you're better off just blocking the mix-up and trying to ascertain when your rival will attempt to throw you.

SETUPS

Hakan's offensive capability is greatly enhanced when you can force an opponent to choose between avoiding an Oil Dive or an Oil Rocket. As Oil Dive does not hit crouching opponents most of the time, it behooves you to learn setups off of Hakan's many hard knockdowns to make an Oil Dive hit your enemy on the frame where they are forced to stand as they rise. Of course, an opponent can use a delayed wakeup to make these setups whiff harmlessly overhead while still lying on the ground; this in turn can be countered by inputting a crouching LP in order to burn 12 frames (1 more than the delayed wakeup causes) before then using an Oil Dive, which will now hit an opponent who is waking up late.

I. After landing a LP Oil Rocket, whiff a ⇩ + MP, then either:

⇦ + LK

Slight pause, then ⇦ + LP

Regardless of whether Hakan is oiled up or not, his non EX Oil Slides move him the same distance across the screen. As Oil Rocket is significantly faster than Oil Dive, in order to make it hit an opponent, you must wait a moment until they stand.

II. After landing a MP Oil Rocket near a corner, ⇙ + LK, ⇦ + LK

One of the few setups allowing Hakan to both oil up and get a meaty Oil Dive, this setup is tight enough that you cannot use LP as a frame kill to ensure the correct timing. If you think your opponent will use a delayed wakeup, you will have to manually time the Oil Dive. If you land a LP Oil Rocket near a corner, you can substitute an EX Oil Dive and still oil up and have a meaty Oil Dive.

III. After landing a HP Oil Rocket, whiff a crouching MP, then either:

⇦ + HK

⇩ + HP

A setup causing HK Oil Dive to hit meaty will also set up a safe Oil Slide, enabling you to start up your offense at point-blank off of a forward moving low with slight advantage.

IV. After landing Oil Slide with a body press follow-up, dash forward, then either:

Whiff a CR. MK, ↻ + LK
Whiff a CR. MP, take a small step forward, ↻, then cross-up MK

With the expanded hitbox given to jumping MK in *USFIV*, cross-up MK now even works on slender characters like M. Bison (though the spacing is strict, so this setup will take some practice).

V. After hitting an opponent with an Air Throw, either:

↙ + LK, ↻ + K K
↙ + LK, slight pause, ↻ + HP
↙ + LK, slight pause, CR. LK

You can manually time a MK Oil Dive to conserve Super meter. Due to the positioning after an air throw, you are close enough to either grab your opponent with an Oil Rocket or begin pressure with chain cancelled LK.

VI. After landing → + HK, either:

Whiff a CR. HK, ↻ + MK
Forward dash, slight pause, ↻ + LP

Setups after → + HK work whether you landed Step Knee on a grounded opponent or in an air juggle.

Combos

I. ST. MP, CR. LP ▷ ↷ + LP ▷ HP

214 damage, 270 stun

Hakan has few confirmable combos when he isn't oiled up. You can instead opt to use the kick follow-up to Oil Slide if you feel that gaining more time oiling up is more valuable than the additional damage. This combo can also be started off of a standing LP.

II. CR. LK ▷ CR. LK ▷ CR. LK ▷ CR. LK

105 Damage, 175 Stun

This simple combo allows you to pressure your opponent with oiled-up chain cancelled crouching LK. Hakan can at any time stop and go for a 50/50 by using Oil Rocket or Oil Dive.

III. CR. MK ▷ ↷ + HP ▷ HP

220 damage, 250 stun

Hakan doesn't have much else in the way of a simple punish combo; this combo does reasonable damage and requires neither meter nor oil.

IV. Anti-air jumping MP, then juggle with either:

↷ + HP ▷ HP
200 damage, 250 stun
↑ ↑ ↑ + K K K
415 damage, 100 stun
→ + HK
170 damage, 300 stun

As of the *USFIV* changes, both Hakan's neutral and diagonal jumping MP put opponents in a limited juggle state, allowing you to combo afterward with either Ultra II or an Oil Slide. Neutral jumping MP also allows you to juggle opponents; if the angle is right, you can use it instead of a diagonal jumping MP for 30 extra damage.

V. Lv.1 Focus Attack release ▷ forward dash, CR. MK ▷ ↷ + HP ▷ HP

221 damage, 285 stun

While oiled up, Hakan can combo off of his level 1 Focus Attack on non-counter hits by very quickly canceling his dash into a normal attack.

VI. Lv.2 Focus Attack, ↻ ↻ + P P P

452 damage, 150 stun
Lv2 focus attack, ↑ ↑ ↑ + K K K
399 damage, 150 stun

The damage listed here is based on Hakan when he's oiled up; if he is dry, he will lose a slight amount of damage. If Hakan runs out of oil during an Ultra combo, the damage remains equivalent to the oiled-up version.

VII. Lv.2 Focus Attack, ↷ + HP ▷ FADC forward, ↑ ↑ ↑ + K K K

410 damage, 230 stun

If you wait until your opponent is in free juggle state at the end of their crumple state, you can get slightly more damage by juggling the opponent off of an Oil Slide FADC before comboing into his Ultra II. When oiled, this combo does slightly more damage.

VIII. CR. LK ▷ CR. LK, CR. LP ▷ ↷ + LP then either:

▷ P
175 damage, 245 stun
▷ K
119 damage, 210 stun

Confirmable combo starting from a crouching LK. This combo works with chain cancels from being oiled up or by using 1-frame links. The link from crouching LK to crouching LP is also 1 frame; you won't be able to plink this challenging link without a select button mapped somewhere within reach. A large share of the damage from Oil Dive comes from the Body Splash follow-up.

IX. → + MP ▷ FADC forward ▷ → + MP, then either:

▷ ↷ + HP ▷ P
300 damage, 320 stun
▷ FADC forward ▷ → + MP ▷ ↷ + HP ▷ P
357 damage, 385 stun

This tricky combo requires you to cancel the dash into → + MP quite quickly. With additional meter, you can do a second Hakan Tackle FADC forward for a slight amount of extra damage and stun.

HUGO

First appearance: *Final Fight* (1989)

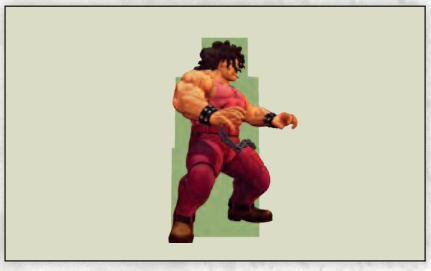


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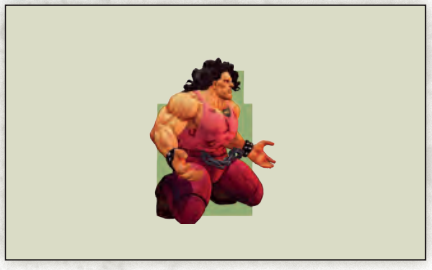
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Stun Threshold	1100	S
Forward Walk Distance Per Frame	0.022	D-
Backward Walk Distance Per Frame	0.018	D-
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Dash Distance	1.16818	C+
Backdash Duration in Frames	9 invincible, 17 airborne, 4 recovery	E
Backdash Length Distance	1.03966	C+
Pre-jump Frames	8	D
Jump Duration in Frames	35	A
Diagonal Jump Distance	1.36	E

W Ultra Damage: 60%

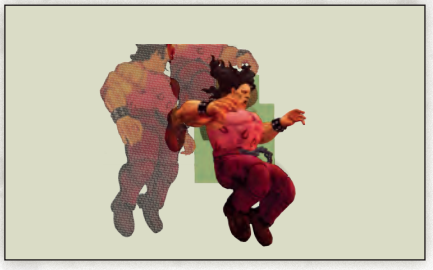
Standing



Crouching



Jump Arc



Costume 1



Costume 2



STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	3
RECOVERY	11
ON HIT	+2
ON BLOCK	-2
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	100
STARTUP	9
ACTIVE	4
RECOVERY	18
ON HIT	-1
ON BLOCK	-2
CANCEL	—

NOTES —

HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	17
ACTIVE	8
RECOVERY	17
ON HIT	-1
ON BLOCK	-6
CANCEL	SP, SU

NOTES Armor from 7~16f, hard knockdown on aerial hit

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	8
ACTIVE	2
RECOVERY	10
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

MK





HITS	2
BLOCK LEVEL	H, H
DAMAGE	50, 50
STUN	50, 50
STARTUP	17
ACTIVE	2 (4) 2
RECOVERY	23
ON HIT	-2
ON BLOCK	-8
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	H
DAMAGE	130
STUN	200
STARTUP	22
ACTIVE	9
RECOVERY	33
ON HIT	-12
ON BLOCK	-16
CANCEL	—

NOTES Hard knockdown on aerial hit, 9~36f airborne

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	100
STARTUP	8
ACTIVE	4
RECOVERY	17
ON HIT	+2
ON BLOCK	-4
CANCEL	—

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	15
ACTIVE	5
RECOVERY	49
ON HIT	—
ON BLOCK	-23
CANCEL	—

NOTES Hard knockdown, 13-29f airborne

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	3
RECOVERY	10
ON HIT	+2
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	100
STARTUP	10
ACTIVE	4
RECOVERY	24
ON HIT	—
ON BLOCK	-7
CANCEL	—

NOTES Hard knockdown

Crouching HK



HITS	1
BLOCK LEVEL	H
DAMAGE	130
STUN	100
STARTUP	13
ACTIVE	15
RECOVERY	56
ON HIT	—
ON BLOCK	-40
CANCEL	—

NOTES Hard knockdown, 7~27f airborne

JUMP NORMAL MOVES

Neutral and angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	6
ACTIVE	12
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~17f lower body projectile invincibility

Neutral and angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	100
STARTUP	8
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility

Neutral and angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	140
STUN	200
STARTUP	13
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~16f lower body projectile invincibility

Neutral and angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	5
ACTIVE	15
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~19f lower body projectile invincibility

Neutral and angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	100
STARTUP	7
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincibility

Neutral and angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	140
STUN	200
STARTUP	14
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~20f lower body projectile invincibility

NORMAL THROWS

Both of Hugo's throws leave him with similar positioning. Use his backwards throw to toss the opponent into the corner they'd backed you into, or use his front throw instead to keep pushing the opponent backwards toward their corner.



Neck Hanging Tree

(LP) + (LK)

DAMAGE	140
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.930

Body Slam

(←) + (LP) + (LK)

DAMAGE	150
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.948

FOCUS ATTACKS

Hugo's Focus Attack has massive reach and hitboxes that shield the lower half of his body. It's relatively good at beating mid-range attacks, but it is not fast enough to counter attacks with quick recovery. The level 1 version is always punishable on guard if dash canceled, so instead cancel into backdash unless you're certain you can charge a little more and make them block a level 2 Focus Attack, which makes forward dash cancel safe.

Red Focus is nearly useless for Hugo unless you manage to score a direct opening with HP Giant Palm Bomber, leading to Combo VII. This is extremely rare.



Focus Attack lv.1 (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10 + 16
ACTIVE	5
RECOVERY	29
ON HIT	-18 (-5)
ON BLOCK	-18 (-5)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18 + 18
ACTIVE	5
RECOVERY	29
ON HIT	–
ON BLOCK	-12 (+1)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 (MP) + (MK)

HITS	1
BLOCK LEVEL	–
DAMAGE	170
STUN	200
STARTUP	68
ACTIVE	5
RECOVERY	29
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1

(LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	100
STARTUP	10 + 16
ACTIVE	5
RECOVERY	29
ON HIT	-18 (-5)
ON BLOCK	-18 (-5)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2

(LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	180
STUN	150
STARTUP	18 + 18
ACTIVE	5
RECOVERY	29
ON HIT	–
ON BLOCK	-12 (+1)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3

(LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	–
DAMAGE	255
STUN	200
STARTUP	68
ACTIVE	5
RECOVERY	29
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Body Press At the top of a jump arc, ↑ + HP



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	9
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Hammer Hook → + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	16
ACTIVE	3
RECOVERY	29
ON HIT	-2
ON BLOCK	-6
CANCEL	–

NOTES Hard knockdown on aerial hit

Leap Attack ↑, ↑ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	100
STARTUP	17
ACTIVE	10
RECOVERY	4
ON HIT	+5
ON BLOCK	+2
CANCEL	–

NOTES Juggle potential 1, 2~26f airborne, 4~27f projectile invincibility

Body Press: This is Hugo's only cross-up jumping attack, and it happens to be a very good one. The lateral area it covers is massive, as is the duration of blockstun it causes. Use it often after knocking the opponent down to set up extensive frame traps.

Hammer Hook: Hugo does a long-reaching hook punch that whiffs against crouching foes. Its purpose is to hit airborne opponents from a distance, knocking them into a hard knockdown. It's best done against characters that spend a lot of time in the air, like Yang and Yun. It must be done early to compensate for its slow windup, so the risk is somewhat high.

Leap Attack: Hugo performs a hopping overhead kick, just like his "universal overhead" from *Street Fighter III*. Since it's airborne, Leap Attack avoids throws and low attacks. On hit or guard, you're always at a frame advantage, even enough to perform a 1-frame link after it into Combo VII. Its frame advantage increases the later it hits during its active frames, so it's possible to make the link easier by timing it to hit meaty as the opposing character wakes up from a knockdown. It's even conceivable to use it like a safe jump against 5-frame reversals if it hits as late as possible, but the timing is extremely strict. Leap Attack is also invincible to projectiles, so if you're looking for a safe way to pass through them without taking a risk by jumping or Focus absorb dashing, this is your way of doing that.

SPECIAL MOVES



LP Giant Palm Bomber ← + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	15
ACTIVE	4
RECOVERY	12
ON HIT	+9
ON BLOCK	+1
CANCEL	SU

NOTES Juggle potential 1, nullifies projectiles during active frames

MP Giant Palm Bomber ← + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	19
ACTIVE	4
RECOVERY	6
ON HIT	+18
ON BLOCK	+7
CANCEL	SU

NOTES Juggle potential 1, nullifies projectiles during active frames

HP Giant Palm Bomber ← + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	100
STARTUP	24
ACTIVE	4
RECOVERY	5
ON HIT	+21
ON BLOCK	+8
CANCEL	SU

NOTES Juggle potential 1, nullifies projectiles during active frames

EX Giant Palm Bomber ← + P P

HITS	2
BLOCK LEVEL	HL, HL
DAMAGE	60, 70
STUN	100, 100
STARTUP	17
ACTIVE	3
RECOVERY	7
ON HIT	+16
ON BLOCK	+12
CANCEL	SU

NOTES 1st hit juggle potential 3, 2nd hit juggle potential 4, nullifies projectiles during active frames

Giant Palm Bomber: Hugo's "pat-a-cake" clap is used to bait out and intercept attempts to stop his throws. The starting animation of Giant Palm Bomber (often just called "clap") is purposefully telegraphed to get players to flinch, coercing them into poking at what looks like a possible throw. The strength of button used determines startup speed and the frame advantage afterwards: LP has the fastest startup but grants only a small frame advantage; MP has moderate startup and frame advantage; and the sluggish HP variant grants massive frame advantage. EX Giant Palm Bomber hits twice and leaves you with a massive +12 frame advantage on guard.

You'll usually cancel into Giant Palm Bomber from the same light attacks that also set up throws (like CR.LP and ST.LK). If, for example, you initially do CR.LP → ↓ + LK to set up Meat Squasher, the alternate sequence of CR.LP → ← + LP will stop attempts to attack or jump away from what's expected to be a throw. A successful hit leads to a combo in either case. LP Giant Palm Bomber can also be done after forcing the opponent to guard a deep jump-in HP or HK for the same purpose. It's a common grappler tactic to use a jump-in hit as a tick-throw, pausing on the ground just long enough for the opponent's blockstun to end before throwing them. If the opponent expects this and sticks out attacks to interrupt a possible throw, Giant Palm Bomber used immediately after a deep jump-in will counter-hit.

Claps also work great as meaty attacks, timed to meet an opponent as they rise from a knockdown.

LP Moonsault Press ↓ + LP



HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	150
STARTUP	2
ACTIVE	2
RECOVERY	53
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Reach 1.651

MP Moonsault Press ↓ + MP



HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	2
ACTIVE	2
RECOVERY	51
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Reach 1.501

HP Moonsault Press ↓ + HP



HITS	1
BLOCK LEVEL	–
DAMAGE	230
STUN	150
STARTUP	2
ACTIVE	2
RECOVERY	47
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Reach 1.401

EX Moonsault Press ↓ + P P

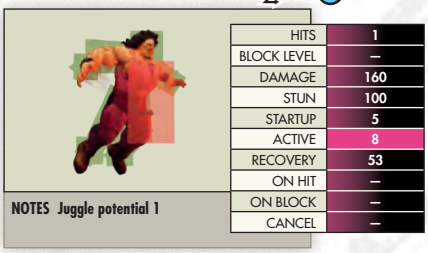


HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	5
ACTIVE	2
RECOVERY	51
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Reach 1.501, 1~6f strike invincible

Moonsault Press: The powerful Moonsault Press grabs in 2 frames, allowing it to beat any sort of non-invincible incoming move that's 3 frames or slower. It's also therefore a punish against your foe's -2 situations, which usually don't offer guaranteed punishment against other characters. Moonsault Press is highly damaging and leaves the enemy directly next to Hugo for follow-up wakeup offense. The button strength used determines its range and damage, LP having the most range but dealing the least amount of damage, MP having moderate range and moderate damage, and HP having little range, but dealing a large amount of damage. EX Moonsault Press grabs slightly slower, but it's a viable reversal because of its strike invincibility. Up close, focus on landing Moonsault Press in throw setups when your foe responds to throws with delayed light attacks. Moonsault Press is fast enough to beat them to the punch. When you sense your opponent is unwilling to press buttons, perhaps out of fear of your counter-hit claps, use Ultra Throw instead for the increased damage potential.

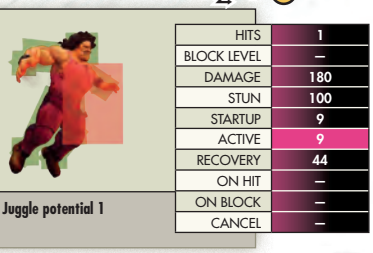
LK Shootdown Backbreaker ↓↘ + LK



HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	100
STARTUP	5
ACTIVE	8
RECOVERY	53
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Juggle potential 1

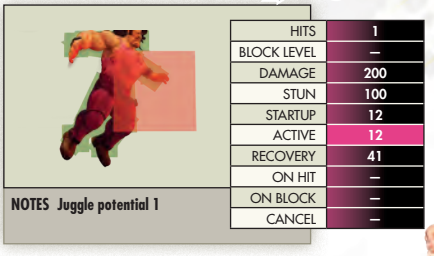
MK Shootdown Backbreaker ↓↘ + MK



HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	100
STARTUP	9
ACTIVE	9
RECOVERY	44
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Juggle potential 1

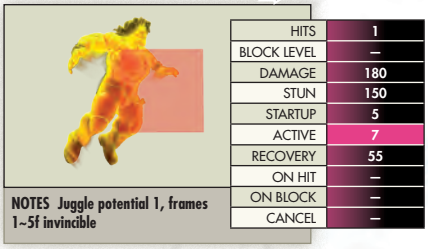
HK Shootdown Backbreaker ↓↘ + HK



HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	100
STARTUP	12
ACTIVE	12
RECOVERY	41
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Juggle potential 1

EX Shootdown Backbreaker ↓↘ + K K



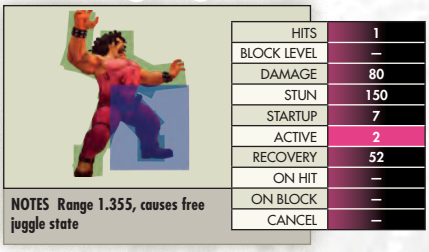
HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	150
STARTUP	5
ACTIVE	7
RECOVERY	55
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Juggle potential 1, frames 1~5f invincible

Shootdown Backbreaker: Hugo leaps into the air with frightening speed, grabbing anything he comes in contact with (people, planes, etc.), slamming them to the ground with a vicious backbreaker. The LK variant is used to grab foes directly above, while the MK and HK versions are best done against enemies at a distance. All normal versions of Shootdown Backbreaker lack invincibility, so they can't be relied on to beat out an enemy's extended jumping attack. The EX version is invincible and can blow through any kind of jump attack. Save the normal versions for combos after Hugo's Ultra Throw and Super, and save the EX version for use as a reliable anti-air.

Hugo is astonishingly tall, making him a big target for early jump-ins. You'll have to react fast to beat out jump-ins, but an execution shortcut can help in more than one way. When you anticipate a jump-in attack, and you're ready to spend meter on EX Shootdown Backbreaker to send a message, pump ↑ ↖ repeatedly on the joystick or D-pad. This lets you prime the shortcut command for Shootdown Backbreaker without having Hugo leave a crouching position, so he's less susceptible to getting hit in the face before his attack. When your opponent does jump, simply input K K to complete the command and snag them out of the air. If a few moments pass and the opponent doesn't jump after all, stop mashing ← ↑ ↖ and take a new read of the situation.

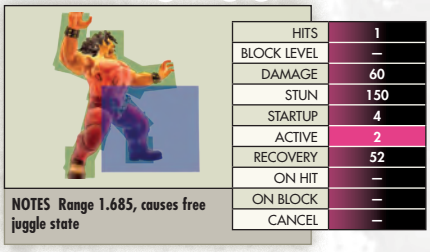
Ultra Throw ↻ + K



HITS	1
BLOCK LEVEL	–
DAMAGE	80
STUN	150
STARTUP	7
ACTIVE	2
RECOVERY	52
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.355, causes free juggle state

EX Ultra Throw ↻ + K K

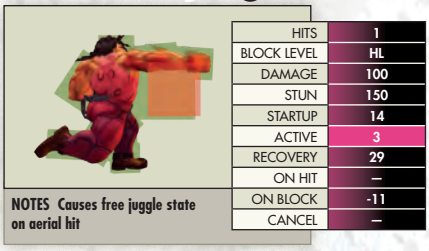


HITS	1
BLOCK LEVEL	–
DAMAGE	60
STUN	150
STARTUP	4
ACTIVE	2
RECOVERY	52
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.685, causes free juggle state

Ultra Throw: This throw bounces the enemy's body off of the nearest wall, leaving them in a free juggle state. Despite being slow and unwieldy, this is easily Hugo's biggest source of damage. The juggles after it are extensive, hindered only by a handful of occasional positional problems (mostly that Ultra Throw leads to inferior juggle opportunities against cornered foes). Use Ultra Throw over Moonsault Press whenever your enemy is hesitant to take counter-poke against throws. EX Ultra Throw is faster and has a larger grabbing range, which can be useful when you've pushed yourself out by chaining CR.LP multiple times.

LK Monster Lariat ↺ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	150
STARTUP	14
ACTIVE	3
RECOVERY	29
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Causes free juggle state on aerial hit

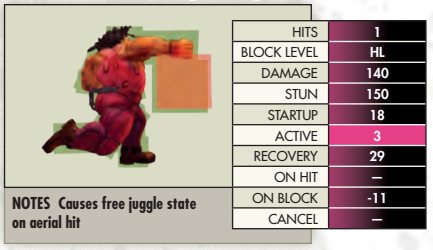
MK Monster Lariat ↺ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	150
STARTUP	15
ACTIVE	3
RECOVERY	29
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Causes free juggle state on aerial hit

HK Monster Lariat ↺ + HK



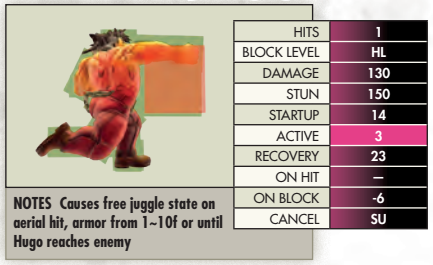
HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	150
STARTUP	18
ACTIVE	3
RECOVERY	29
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Causes free juggle state on aerial hit

Monster Lariat: Use this in combos and as a supplement to Meat Squasher. The LK version attacks quickly without moving anywhere, and it's the only special move that can be canceled into from light attacks for a combo (for example, after any connected clap, you can link CR.LP → ↺ + LK). The MK and HK variants cause Hugo to run forward before doing the clothesline. The running animation looks extremely similar to Meat Squasher's, making the moves complement one another in an obvious way; if you're canceling into Meat Squasher from an attack, the opponent's response to beat that is to jump away or backdash. Canceling instead into MK Monster Lariat catches either the jump or the backdash.

EX Monster Lariat travels extremely fast and has infinite hyper armor, making it great for plowing through projectiles from nearly any distance (it even works against multi-hit projectiles). It's the only version of Monster Lariat that can be Focus canceled, so if you're willing to blow a ton of meter, you can move in without worry of punishment.

EX Monster Lariat ↺ + K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	150
STARTUP	14
ACTIVE	3
RECOVERY	23
ON HIT	–
ON BLOCK	-6
CANCEL	SU

NOTES Causes free juggle state on aerial hit, armor from 1~10f or until Hugo reaches enemy

LK Meat Squasher



HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	8
ACTIVE	2
RECOVERY	62
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Reach 2.310

MK Meat Squasher

HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	17
ACTIVE	2
RECOVERY	62
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Reach 2.310

HK Meat Squasher

HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	18
ACTIVE	2
RECOVERY	62
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Reach 2.310

EX Meat Squasher

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	14
ACTIVE	2
RECOVERY	62
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Reach 2.270, armor from 1~13f or until Hugo reaches enemy

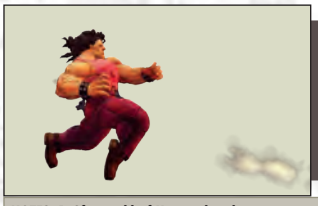
Meat Squasher: This running throw grabs the opposing character and runs them all the way to the corner Hugo is facing, instantly putting them into Hugo's most dominant position. This works from the full width of the stage, for what can often be a startling position reversal. LK Meat Squasher has the fastest startup, while the MK and HK versions are much slower. The slower versions travel further than LK Meat Squasher, which moves four character lengths forward. LK is still your best variant, being fast enough to catch off-guard enemies playing passively from mid-range.

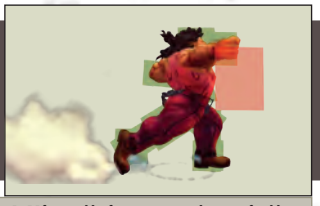
You can also cancel CR.LP or CR.LK into it as a tick-throw setup from any distance, near or far. When your foe is wary of the throw, cancel instead into Giant Palm Bomber or MK Monster Lariat. EX Meat Squasher has hyper armor on it for most of its travel, but there's still not much reason to use it over EX Monster Lariat, which is much faster. Attentive adversaries are unlikely to fall for EX Meat Squasher. After Meat Squasher slams the enemy into the corner, there's an extremely small window where it's possible to juggle your opponent just as they hit the ground, which surprisingly returns them to a standing position. The only attack that's fast and long enough to reach most victims is standing MP, though against a handful of characters it's possible to link into standing LK ▷ ↓ ↓ + P for far more damage. Refer to Combo IX for more details.

SUPER & ULTRA COMBOS

Super Combo: Hammer Mountain: Hugo charges across the screen to meet his foe with a flurry of punches. His travel is fast and invulnerable, making it perfect for countering projectiles, backdashes, and any other ranged moves recovering from a distance. It's also loaded with a ton of juggle potential and is fast enough to combo when canceled into from most of Hugo's best moves. If that weren't enough, its final hit is cancelable into Shootdown Backbreaker for additional damage.

Hammer Mountain ↓ ↓ + P



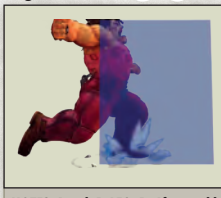


HITS	5
BLOCK LEVEL	HL, HL, HL, HL, HL
DAMAGE	40, 40, 40, 100, 80
STUN	0
STARTUP	1 + 11
ACTIVE	4 (15) 3 (28) 3 (16) 3 (35) 3
RECOVERY	46
ON HIT	–
ON BLOCK	-14

NOTES 1~3f invincible if Hugo is directly next to opponent, 1~11f invincible if enemy is at a distance, final hit causes limited juggle state, final hit can be canceled into LK, MK, or HK Shootdown Backbreaker, holding P after activation enters a 58-frame feint, all hits have full juggle potential

Make an effort to hold on to your meter for this Super, because its comeback potential is too good to pass up. As a side note, Hammer Mountain can be feinted by holding P after its activation. In theory, this seems like it might allow you to quickly close distance for a command throw attempt, but in practice, this is not useful against good players, instead mostly acting as kind of taunt or insult, like a combo into Dan's Super. There are far better ways to spend four stocks of meter.

Gigas Breaker ← ← + P P P



HITS	3
BLOCK LEVEL	–
DAMAGE	150, 150, 210
STUN	0
STARTUP	1+0
ACTIVE	3
RECOVERY	46
ON HIT	–
ON BLOCK	–

NOTES Reach 1.650, 1~4f invincible

Megaton Press ↓ ↓ + K K K



HITS	2
BLOCK LEVEL	–
DAMAGE	150, 281
STUN	0
STARTUP	1+4
ACTIVE	5
RECOVERY	52
ON HIT	–
ON BLOCK	–

NOTES 1~10f invincible, infinite juggle potential

UCI: Gigas Breaker: This throw Ultra does exactly what you would want. Its startup is instant and cannot be jumped away from upon activation, and it's viable as a reversal because of its invincibility. The reach is far and the damage is great. Condition your foe with Giant Palm Bomber setups and anti-air attacks to keep them grounded, then attack with Gigas Breaker when they're being passive. It's possible to combo into an EX Red Focus crumple from HP Giant Palm Bomber, then link Gigas Breaker for eye-popping damage (Combo VIII).

UCII: Megaton Press: Hugo leaps into the air for an extravagant version of his Shootdown Backbreaker. It's fully invincible and has a massive striking range, making it perfect as an anti-air attack, or even for catch backdashes during their airborne frames.

Megaton Press has an infinite amount of juggle potential; specifically, it's used in various juggles after Ultra Throw for massive damage. This is hugely important, since, regardless of whether or not the enemy stays grounded or tries to jump away from perceived throws, it's always possible to land Megaton Press.

Recommended Ultra Choice: Ultra II

It's possible to make an argument for Double Ultra; Gigas Breaker and Megaton Press are complementary in terms of thwarting each other's counters. The conflict is that Megaton Press already provides a lot of Gigas Breaker's assets thanks to Ultra Throw, which leads directly into Ultra II. With Gigas Breaker on its own, you have to stop the enemy from jumping constantly to have any hope of landing it, and without Ultra II Hugo's counters to jumps aren't very threatening. Megaton Press, however, can be used on its own as a damaging anti-air, alongside its use after grabbing grounded players with Ultra Throw.

Overview



PROS:

- Hugo deals more damage with single hits than any other character
- Has a massive active attack range
- His sheer number of effective throws and overheads is second-to-none
- His Super Combo and Ultra II are extremely flexible and highly damaging

CONS:

- Walking speed is slow
- Has the slowest jump start-up in the game, making it difficult for him to safely clear ground attacks with jumps
- Most of his best attacks have horrendous recovery periods
- His massive size is a liability, making it difficult to avoid projectiles and even causing numerous jump attacks to work as "instant" overheads against him

The towering Hugo acts as a moving wall that slowly pushes his opponent towards the nearest corner. His size gives him the reach he needs to attack from positions others can't, but it also hinders his ability to evade projectiles and other attacks that cover a lot of area. The goal is simple: weather the storm and control your opponent's position to eventually knock them down or corner them. Once there, toss your enemy around like a rag doll with Hugo's plethora of throws.

Your objective playing Hugo is to establish close range. You can achieve this by:

- Punishing a whiffed attack with crouching MK
- Countering a jumping attack with standing HP or EX Shootdown Backbreaker
- Plowing through a projectile with EX Monster Lariat
- Jumping over a ground attack
- Forcing the enemy to guard standing or crouching LK and canceling it into LK Meat Squasher, LP Giant Palm Bomber, or MK Monster Lariat to stage a risky ranged attack

LONG RANGE

Admittedly, Hugo doesn't do much from this position. Your best bet is to stay out of trouble until you can find a way to get close. Jumping around with HP can help control the airspace against highly mobile characters, like C. Viper and Yun, who tend to attack from the skies. Enemy projectiles can be nullified by clapping them with LP Giant Palm Bomber, or by passing through them with Leap Attack, ↑ ↑ + MK. A direct, hard counter to projectiles is EX Monster Lariat, which is the perfect ticket to close range as long as you aren't trying to conserve meter.

You can use LP Giant Palm Bomber repeatedly at a distance to build your S.C Gauge, and to lure out and punish ranged attacks. For example, if Rufus is looking for something to tag from a distance with his CR. HP ("reaching for pizza"), Giant Palm Bomber's startup may get him to flinch and hit a button. If so, the slap animation will nail his fist as it extends. This can't be relied upon consistently, but it's worth considering.

MID-RANGE

The strategy for Hugo is to control the ground well enough to either bait the opponent into jumping toward him, or to force them into whiffing a mid-range move you can punish with CR. MK. The starting place for this strategy is to dance in and out of your enemy's maximum attack range, backing up when you think an attack is coming. If their attack whiffs, punish it with CR. MK or CR. LK ▷ ↻ ↻ + P (and tack Shootdown Backbreaker onto the last hit of the Super).

Your opponent may respond to this by walking forward so far into range that backing up can't make their attacks whiff. When this happens, control the enemy's movements with ST. MP, ST. LK, and CR. MP. ST. MP is Hugo's safest way to preemptively stop forward movement and attacks. Outside of its long reach, it also catches jumps just as they leave the ground. It moves Hugo forward, so it's generally difficult for an opponent to make it whiff with backwards movement. It's always at a very mild frame disadvantage on hit or guard, but it's not enough to put you at great risk. ST. LK acts as a wall that's whiffed in front of an enemy to catch any limbs the opponent sticks out. Buffer the command for ↺ + LP, ↺ + P P, or ↻ ↻ + P when doing ST. LK so that if it catches an attack, Hugo automatically cancels into a special move or Super for a punish.

Canceling into LP or EX Giant Palm Bomber does not combo unless ST. LK is a counter-hit. On normal hit, it's likely Giant Palm Bomber will be blocked, leaving you closer to the opposing character with frame advantage. If ST. LK does counter hit, transition into Combo IV. CR. MP can also preemptively beat out crouching and mid-level attacks. It leaves at a greater risk if whiffed than ST. LK, but it's generally a better option when meter isn't available for a Super cancel.

Your foe's reaction to these pokes is likely to back way out of your attack range. Respond by walking so far into range they can't evade a strike, and then do CR. MK. This comes with great risk because of CR. MK's heavy recovery, so replace it with CR. LK instead if safety is a concern. CR. LK looks like CR. MK but recovers much faster, so it's possible to purposefully whiff it to bait out an attack that you can guard and punish. If your foe walks backwards and guards low, use LK Meat Squasher, or dash and immediately use LP Moonsault Press to grab them. You can also walk forward and strike overhead with ST. HP. Walking forward and doing CR. LK canceled into LK Meat Squasher or MK Monster Lariat can also help score a hit; the startup animation of both attacks look nearly identical, so if they enemy is looking for the Meat Squasher throw and tries to jump or

backdash away, Monster Lariat will catch them. This is, of course, extremely risky and should be done rarely. But Hugo, like Zangief and T. Hawk, is designed so that you should sometimes be willing to wager vitality on risky tactics.

If at any time you expect your enemy to jump at you, shift your attention skyward and knock them out of the air with ST. HP. ST. HP has armor on it, allowing it to blast through anything the enemy does as long as you react quickly enough. It causes a hard knockdown against aerial opponents, allowing you to move into close range with a wakeup attack. EX Shootdown Backbreaker and Ultra II can be done against any jump you react to a little later. Both are invincible and also cause hard knockdowns.

When your foe jumps straight up directly in front of you, knock them out of the sky with ⟳ + HP. This is important against dive kick characters, who spend a lot of time jumping vertically and looking for a ground attack to punish.

Vertical and backwards jumping HP is also hugely important against any character that spends a lot of time in the air (like Adon, C. Viper, Rolento, Rufus, Seth, Yang, and Yun). It covers a massive amount of horizontal space in front of Hugo, which is perfect against the angles from which dive kick characters attack. Jump vertically when you anticipate a dive kick, and hit jumping HP if they do one. If they don't, use jumping HP on the way down to cover Hugo's fall.

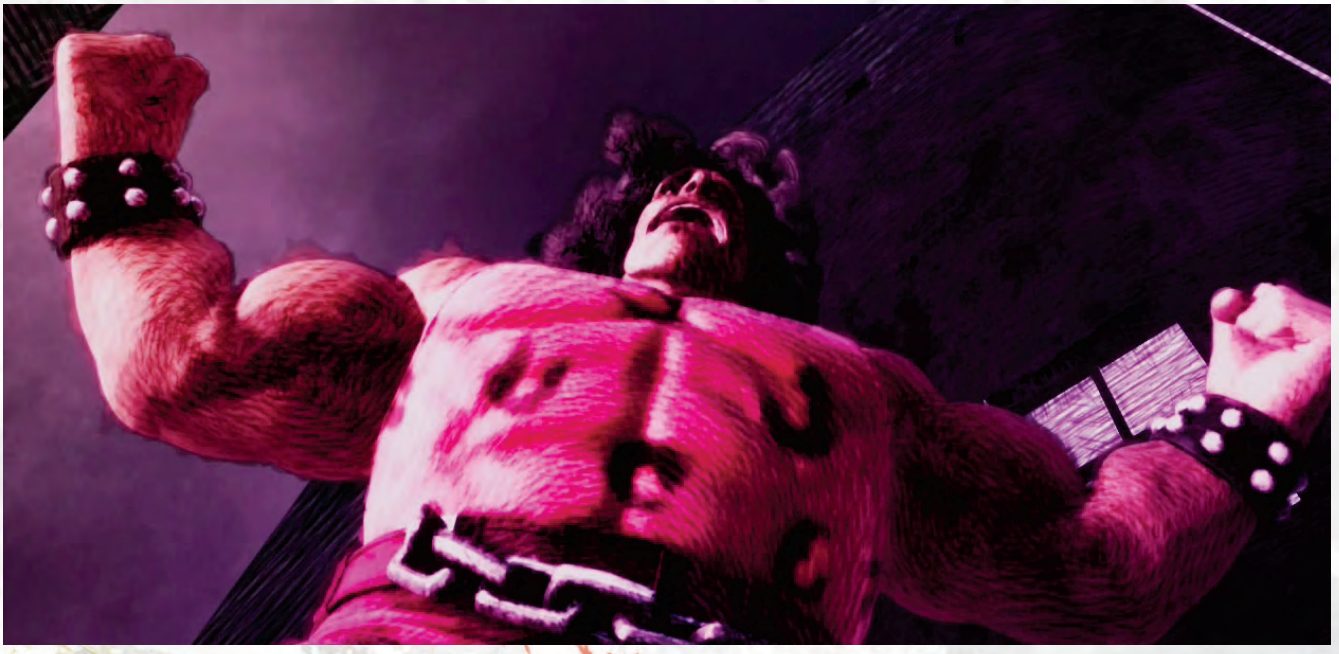
CLOSE RANGE

Your close range goal playing Hugo is to pressure the opponent with Giant Palm Bomber, CR.LP, and his vast array of overhead attacks. This gets the enemy preoccupied with blocking. When they're wary of Hugo's strikes, you should attack with one of Hugo's many throws. This may seem difficult because of the lack of frame advantage on his normal moves, but Giant Palm Bomber combined with Moonsault Press's quick speed make up for that.

For example, the starting place for his offense is to force the enemy to guard CR.LP or CL.LK. If, after either attack recovers, you expect the enemy to continue blocking, throw them with HP Moonsault Press or Ultra Throw (into Combo V). When they're wary of the throws, they'll either jump away, backdash, counter-throw, or poke with a quick attack. Counter these by canceling CR.LP or CL.LK into LP Giant Palm Bomber, which leaves a small enough gap for the enemy to commit to an action, but not enough for an attack to fully extend (aside from invincible reversals). A jump, a throw, or an attack will all be caught by the clap. If it snags a jump, they'll be caught airborne just as they ascend, giving you just enough time to juggle with LK Shootdown Backbreaker or Megaton Press. If it counter hits an attack, link into Combo II. The only thing the clap doesn't stop is a backdash, but that's easily remedied with an option select: every time you do CR.LP ▷ ↻ + LP, input ⟲ + LP just as the clap hits. When LP Giant Palm Bomber makes contact, Moonsault Press doesn't come out because the hitstop eats up your option-selected command grab. However, if Giant Palm Bomber whiffs because the enemy backdashes through it, there's no hitstop to eat up your command, and LP Moonsault Press grabs your foe's backdash recovery. You can even replace Moonsault Press with Gigas Breaker in this option select. Note that this doesn't work against a handful of adversaries with especially long backdashes, like Chun-li, Rose, Gen, and Makoto. When your foe is wary of this attack sequence, they may need more convincing in order to react with an action. In that case, cancel CR.LP into MP or HP Giant Palm Bomber, which have a slower, more telegraphed starting animation for luring out enemy actions. Enemies who won't bite on the short delay of LP Giant Palm Bomber may bite on a lengthier startup. If either hits, link into variations of Combo VI.

This same tactic works if you force the enemy to guard a late jump-in HP, HK, or ↑ + HP. When you land, immediately do LP Giant Palm Bomber and buffer LP Moonsault Press during the hit. You can also do this immediately after the enemy blocks EX Giant Palm Bomber; EX Giant Palm Bomber has enough frame advantage after it that doing LP Giant Palm Bomber will at least trade hits with 3-frame moves.

All versions of Giant Palm Bomber leave you with frame advantage on block, so your offensive momentum isn't halted. The LP variant only leaves you at +1, which isn't enough to guarantee a counter hit with Hugo's fastest normal attack, CR.LP (which has 5-frame startup). Despite the risk, occasionally do an immediate LP Moonsault Press to beat whatever the enemy does in this situation. When they're wary of that, you can then attack with CR.LP again versus delayed attack attempts. MP, HP, and EX Giant Palm Bomber leave you massive advantage though, +7, +8, and +12 respectively. With that much advantage, you can always implement Combo III or IV to counter-hit incoming strikes for massive damage. Against delayed defensive measures, like late throw techs, do another LP Giant Palm Bomber to fish for a counter hit. When your opponent is afraid to press buttons, go for a throw.



Different throws should be done based on the opponent's willingness to strike at gaps in your offense. The slower throws, Meat Squasher (which leads to Combo IX) and Ultra Throw (Combo V), should only be done when your enemy is especially hesitant to implement counter measures. Interestingly, CR.LP can be canceled into a LK Meat Squasher to set it up, which visibly looks similar to canceling into a Giant Palm Bomber. When the enemy is performing late counter measures against throws, it's better to use normal throws and Moonsault Press. Moonsault Press grabs in two frames and will beat the vast majority of grounded, non-invincible attacks.

Since any of Hugo's throw commands can be ended with ↙ or ←, you can do an option select with any of them to make them slightly safer. For example, the command for Ultra Throw ends with ←. Against a foe waking up, input ↓ then hold ← momentarily just as the opponent rises. Input K a moment later to initiate the throw. If your foe does an immediate reversal, you'll block it. If they guard instead on wakeup, you'll throw them. The 360 command for Moonsault Press can also be altered to do the same thing: whiff crouching LP to keep yourself from jumping, then input ← ↓ → ↑ ↙, hold ↙, then input P late. If they reversal, you block; but if they don't, you get your throw. Note that this doesn't work against especially slow reversals, like Cody's EX Zonk Knuckle or Sakura's EX Shouoken.

You can mount a high or low guessing game along with Hugo's throw-oriented offense, with the caveat that none of his damaging low-hitting options are safe on block. ST.HP, CR.HK, and ↑ ↑ + MK are all extremely threatening overhead moves, and since his best low openings are merely CR.MK and CR.LK ▷ ↓ + LK (unsafe and not very damaging), the enemy has little reason to block low. Even still, it's worth going for those risky options when your opponent is focused on your throw/counter-hit options.

↑ ↑ + MK is the slowest but most flexible overhead because it always leaves you with frame advantage on block, and it allows for a link on hit (into Combo VII). It also becomes airborne very quickly, allowing it to dodge throws and low-profile crouch techs. ↑ + HK is one of the fastest overhead attacks in *USFIV* as long as it's done directly next to the opponent. It's absurdly punishable on guard, though, so only do it when you have a good read on your foe's blocking habits. ST.HP is slow and punishable if blocked, but its small window of armor can protect it from some attacks.

Most of Hugo's best attacks cause a hard knockdown on hit, allowing you to go for a wakeup attack. Your basic options include attacking with Combo II or V for a basic combo/throw variation, or doing CR.HK or CR.LK ▷ ↓ + LK for a high/low attack. Combo II's opening attack, LP Giant Palm Bomber, can be started instead with MP or HP Giant Palm Bomber so that you have more frame advantage to work with if it's blocked. You can also purposefully whiff MP Giant Palm Bomber on wakeup, timed so that it looks like it's going to hit but doesn't, and then recover and throw the enemy. For example, if you manage to sweep an enemy with CR.MK, dash once and immediately do HP Giant Palm Bomber to strike the enemy as they rise. If instead you dash and do MP Giant Palm Bomber, it recovers before they rise. This may scare the enemy into thinking an attack is coming when it isn't, making them vulnerable to HP Moonsault Press, Ultra Throw, or Gigas Breaker. Finally, Hugo's Body Press (jumping ↑ + HP) is a great cross-up attack. It can be timed to meet the enemy as they rise, or you can jump just as your enemy stands to evade a throw tech, allowing you to come down with Body Press (into CR.LK ▷ ↓ + LK). You're sitting on massive frame advantage when it's blocked, giving you ample time to set up whatever counter-hit or throw offense you desire.

Combos

I. CR.LP ▷ CR.LP ▷ CR.LP ▷ CR.LP

175 damage, 175 stun

This simple string of chained crouching light attacks still inflicts reasonable damage. It sadly pushes Hugo out of optimal range, which is problematic. Even still, this is the only strike option Hugo has when Giant Palm Bomber is too slow to set up. It can also be easily boosted with a simple option select: CR.LP ▷ ↑ + LP + MK. If your opponent backdashes away from the opening CR.LP, CR.MK comes out to catch their backdash recovery. Unfortunately, this doesn't work against Chun-li, Rose, Gen, and Makoto because of their especially long backdashes.

II. ↓ + LP, CR.LP, then cancel into either:

↓ + LK
210 damage, 270 stun
↓ ↓ + LP ▷ ↯ + HK
440 damage, 220 stun

This is typically done against a rising opponent, from a canceled CR.LP, or after forcing the enemy to guard a late jump-in attack to counter hit throw tech attempts. It's possible to option select for a whiffed LP Giant Palm Bomber by inputting CR.MK or LP Moonsault Press just as the clap hits. If the opponent backdashes against the clap, you'll either sweep or grab them. LP Giant Palm Bomber leaves you at +1 on guard, so continue attacking if the first fails.

III. Counter hit CR.LP ▷ ↓ + LP, CR.LP, then cancel into either:

↓ + LK
253 damage, 308 stun
↓ ↓ + LP ▷ ↯ + HK
453 damage, 263 stun

Do this combo when you're sitting on frame advantage to stop incoming enemy attacks. CR.LP ▷ ↓ + LP only links on counter hit. When blocked, use the small frame advantage granted from LP Giant Palm Bomber to keep your offense rolling.

IV. Counter hit ST. LK ▷ ↺ + P P, ↺ + LP, CR. LP ▷ ↻ + LK

352 damage, 468 stun

This is done at mid-range to preemptively catch incoming attacks. If ST. LK counter hits, EX Giant Palm Bomber combos soon after, allowing for the remaining links. This works up close as well, similarly to Combo III. Remember that EX Giant Palm Bomber leaves you with massive frame advantage on guard, so even if it's blocked, you're in a great position to keep attacking.

V. ↺ + K, then juggle with either:

↺ + LP, ↯ + LK
288 damage, 330 stun
↻ ↻ + K K K
462 damage, 250 stun
↺ + P P, ↺ + P P ▷ ↻ ↻ + K K K
573 damage, 510 stun
↺ + LP, ↺ + LP ▷ ↻ ↻ + P
434 damage, 330 stun
Leads enemy to corner, ↺ + LP, ↺ + LP ▷ ↻ ↻ + P, ↻ ↻ + K K K
643 damage, 330 stun

For any juggle involving a Giant Palm Bomber, you cannot juggle after it if the combo is started with Hugo's back to a corner. Instead only juggle with ↯ + HK or ↻ ↻ + K K K.

Two LP Giant Palm Bombers can be done before the Gigaton Press variation, but the difficulty of the combo is increased substantially for only a minor damage improvement. The combo involving Hugo's Super ending with Ultra II must start mid-screen and then end up near a corner for the Ultra II juggle to work. It actually inflicts more damage to omit the two LP Giant Palm Bombers before the Super and Ultra II juggles (682 damage, 150 stun), but the stun damage output is less. Note that if Ultra Throw is ever done against a cornered enemy, their body bounces off of the wall and flies over Hugo, disrupting most combos. The best you can manage is to juggle with LK Shootdown Backbreaker or Ultra II. To do the command for Ultra II as the enemy switches sides on you, perform the ↻ command before they fly overhead, then as they pass behind you do ↺ + K K K.

VI. ↺ + HP, ↺ + MP, then link into either:

↺ + LP, CR. LP ▷ ↻ + LK
290 damage, 445 stun
↺ + P P, ↺ + LP, CR. LP ▷ ↻ + LK
450 damage, 535 stun
↺ + LP ▷ ↻ ↻ + P ▷ ↯ + HK
544 damage, 340 stun

This is usually done after a level 2 or 3 Focus Attack crumples an enemy, though it's entirely possible to land it if HP Giant Palm Bomber counter-hits a foe during close-range pressure. The variant with EX Giant Palm Bomber is a difficult link to perform, so you may opt to do easier variations if the risk of reversals is high.

VII. ↑ ↑ + MK, then link into either:

CR. LP ▷ ↻ + LK
180 damage, 270 stun
Enemy cornered, CR. LP ▷ ↻ ↻ + P ▷ ↯ + HK
410 damage, 220 stun

If ↑ ↑ + MK hits as early as possible, this is a difficult 1-frame link. You're better off going for it on counter-hit, and when it hits meaty (like when done early against an enemy rising from a knockdown).

VIII. ↺ + HP, ↺ + MP ▷ Lv.1 Red Focus ▷ dash, think link into either:

↻ ↻ + P P P
508 damage, 280 stun
↺ + K, ↻ ↻ + K K K
526 damage, 360 stun

Hugo is reliant on hitting the enemy with MP, HP, or EX Giant Palm Bomber to land Red Focus. This is generally difficult to set up, but the damage it leads to is massive. Your best way to land it is after a level 2~3 Focus crumple.

IX. ↻ + K, then link into either:

ST. MP
320 damage, 250 stun
ST. LK ▷ ↻ ↻ + P ▷ ↯ + HK
560 damage, 276 stun

This unusual combo takes advantage of a hidden state the defending character is in after they hit the floor from a Meat Squasher. Hitting them during this state causes them to revert to a standing position, bypassing the normal wakeup process. Against all characters, you can tack on ST. MP for extra damage, but versus a small portion of the cast you can link into ST. LK and then cancel into a Super for much more damage. The characters this works against are Balrog, Cody, C. Viper, Dudley, Gen, Ibuki, Juri, M. Bison, Sagat, and Vega. This link after Meat Squasher is not only incredibly difficult, but in the case of ST. MP it causes you to lose the knockdown you earned with Meat Squasher. You may opt to avoid doing it unless the Super variation is possible, or if you think it'll K.O. your enemy. Leaving them on the ground with you in position to implement Hugo's game facing a corner is usually better than a little extra damage.

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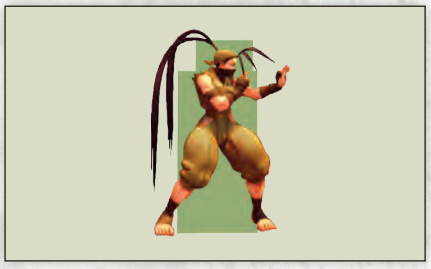
First appearance:
Street Fighter III: New Generation (1997)

Data

STAT	VALUE	RANK
Vitality	900	D
Stun Threshold	950	C
Forward Walk Distance Per Frame	0.045	B
Backward Walk Distance Per Frame	0.03125	C+
Dash Duration in Frames	18	B+
Dash Distance	1.70244	S
Backdash Duration in Frames	8 invincible, 15 airborne, 5 recovery (28 total)	D
Backdash Distance	1.575	S+
Pre-jump Frames	4	A
Jump Duration in Frames	39	C
Diagonal Jump Distance	2.28	A+
Super Jump Pre-jump Frames	4	A
Super Jump Duration in Frames	41	S
Diagonal Super Jump Distance	2.87001	A

W Ultra Damage: 75%

Standing



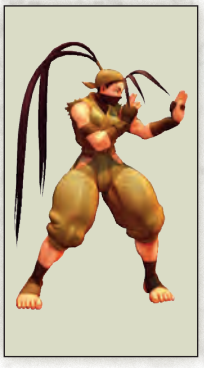
Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	10
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU, TC

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	6
ON HIT	+6
ON BLOCK	+2
CANCEL	SJ

NOTES —

HP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 70
STUN	125, 75
STARTUP	7
ACTIVE	2, 2
RECOVERY	18
ON HIT	-2
ON BLOCK	-6
CANCEL	SP, SU, TC

NOTES Cancelable only on 1st hit

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	9
ON HIT	+1
ON BLOCK	-2
CANCEL	TC

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	14
ON HIT	+1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 60
STUN	125, 75
STARTUP	6
ACTIVE	2, 2
RECOVERY	23
ON HIT	—
ON BLOCK	-5
CANCEL	JU

NOTES Puts opponent into juggle state, 2nd hit juggle potential 1

STANDING (ST.) NORMAL MOVES

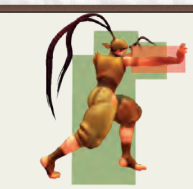
LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	5
ON HIT	+8
ON BLOCK	+4
CANCEL	TC

NOTES —

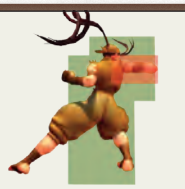
MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	6
ON HIT	+6
ON BLOCK	+2
CANCEL	SJ

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	100
STARTUP	12
ACTIVE	4
RECOVERY	16
ON HIT	+2
ON BLOCK	-2
CANCEL	TC

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	9
ON HIT	+1
ON BLOCK	-2
CANCEL	TC

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	14
ON HIT	+1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

HK

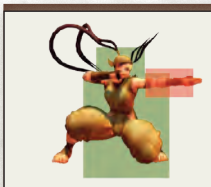


HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	17
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	7
RECOVERY	7
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

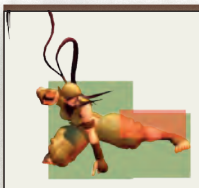
Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	3
RECOVERY	18
ON HIT	+2
ON BLOCK	-3
CANCEL	JC

NOTES Force standing, juggle potential 2

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

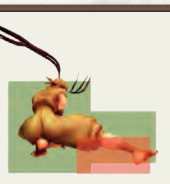
Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	5
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

Crouching HK

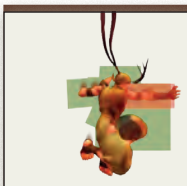


HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	25
ON HIT	—
ON BLOCK	-9
CANCEL	TC

NOTES Hard knockdown, puts opponent into limited juggle state

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	9
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~8f lower body projectile invincibility

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	12
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~5f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	11
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~10f lower body projectile invincibility

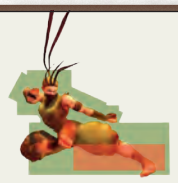
Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~3f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility, soft knockdown on airborne opponent, juggle potential 2

NORMAL THROWS

Yami Kazura, her front throw, is your best throw due to the high stun damage it deals. It also sets up Ibuki's Kunai cross-up wakeup game, along with numerous other setups. Uki Yami, back throw, should be done only when a position change is needed. After recovering from Yami Kazura, a safe jump setup that evades 5-frame reversals is possible; whiff CR.LP, then neutral jump and come down with air MK while holding 🡐. If delayed wake-up is done, your jump attack misses, but you still have time to meet the rising enemy with a combo opening.

Ibuki's Tobizaru air throw is done as an air-to-air attack. It's faster than most other air attacks, so as long as it's done before theirs, you'll beat them to the punch. More importantly, this is especially useful as an anticipatory dive kick counter against Cammy, Rufus, Yang, and Yun. You have to enter the air relatively early to guarantee a grab, but it's your only answer to them outside of EX Kazegiri and vertical jump MK.



Yami Kazura LP + LK

DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

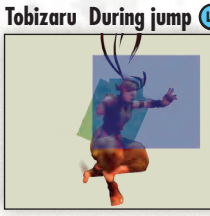
NOTES Range 0.9

Uki Yami 🡐 + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.9

Tobizaru During jump LP + LK



DAMAGE	150
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	–

NOTES Range 1.1

FOCUS ATTACKS

Ibuki's Focus Attack has mediocre range, causing it to accidently whiff inexplicably. She also has only one worthwhile way to combo into EX Red Focus, her ST. HP ▷ HP chain, which can't easily be landed without a lot of effort. It's best used to FADC from EX Kazegiri, and as a direct punish to slow, obvious normal moves done at close distances (like charging up a full lv.3 Focus Attack against Ken's whiffed HP Shoryuken). And of course, it's great when combined with her extremely fast dash for absorbing and moving through projectiles.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	34
ON HIT	-20 (-2)
ON BLOCK	-20 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	14 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	34
ON HIT	-20 (-2)
ON BLOCK	-20 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	14 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Agemen ⟲ + MP



HITS	2
BLOCK LEVEL	HL
DAMAGE	30,60
STUN	50,50
STARTUP	6
ACTIVE	1, 2
RECOVERY	10
ON HIT	+4
ON BLOCK	0
CANCEL	SP, SU

NOTES 1st hit forces standing and puts airborne opponent into limited juggle state, 2nd hit juggle potential 1, only cancelable on 1st hit

Backhand Punch ST. HP ▷ HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	200
STARTUP	3
ACTIVE	2
RECOVERY	20
ON HIT	0
ON BLOCK	-4
CANCEL	SP, SU

NOTES –

Spin Kick ⟳ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES –

Agemen: This is a dedicated anti-air attack. It's unusually good considering how short its upward range is, beating almost any kind of high-priority attack you'll see. It has almost no frontal range, so it can't be done against jump attacks positioned so that only the tip makes contact (in that case, do ST. HK or EX Kazegiri). Agemen's 1st hit is usually canceled into ⟳ + LK to open up juggle combos (Combo VII), so the reward for landing it is high.

Backhand Punch: Ibuki steps forward and does a 2-hit backhand punch. This is generally used to attack a player walking backwards at mid-range, or one who uses Focus Attacks often. Its second hit is canceled into MK Tsumuji to transition into a combo, or even EX Red Focus for massive comebacks.

Spin Kick: Use this simple shin kick as a lazy man's whiff punisher. It's faster and safer than CR. HK, which is punishable if it misses. It's also done when walking forward to counter hit attacks used to stop forward movement. In both cases, it's usually cancelled into LK Tsumuji for a quick, safe combo.

Reverse Spin Kick ⟲ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	10
ACTIVE	2
RECOVERY	17
ON HIT	+1
ON BLOCK	-2
CANCEL	TC

NOTES –

Hammer Kick ⟳ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	25
ACTIVE	2
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	–

NOTES 3~30f airborne, soft knockdown on airborne opponent

Sazan ⟳ + MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	11
RECOVERY	11
ON HIT	-5
ON BLOCK	-11
CANCEL	–

NOTES –

Reverse Spin Kick: This long-reaching kick chains into ⟳ + MK on contact. Forcing your opponent to guard it potentially moves you into close range, but the variant of Hammer Kick present in this chain doesn't leave you at a frame advantage on guard like the normal version. Its slow startup and the giant gap between both kicks make it a liability, though, especially when there are so many better ways to get in.

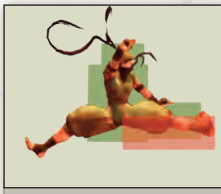
Hammer Kick: After hopping into the air, Ibuki performs an overhead axe kick. Don't let its overhead property fool you; it isn't difficult to block. It's good because it leaves the ground on its 3rd frame, allowing it to fly over throws and low-profile crouching attacks with moderate recovery. On hit or block, you're left with a heavy frame advantage for a follow-up combo or offense, further increasing its worth. This is a powerful close- and mid-range tool, one that you'll use frequently.

Sazan: Ibuki slides across the ground with a low kick. At close distances, it's heavily punishable on hit or block, but when perfectly spaced to hit as late as possible, it's advantageous on hit, and at a safe disadvantage on block. It's used for two purposes: to slide under and counter projectiles, and to catch an enemy's backwards movement. If it hits as late as possible in either circumstance, you can link into Combo XI. Despite this tempting payoff, Sazan is incredibly difficult to space correctly for safety. Your foe can easily deal with it by walking forward and guarding, charging a Focus Attack, or by sticking out an early high-priority attack against it. This is an extremely tempting move for new players to use a lot, but it's likely to get you into trouble. Use it sparingly.



IBUKI

Bonsho Kick



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	210
STARTUP	13
ACTIVE	2
RECOVERY	21
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES +5 on counter hit, 5~29f airborne

Super Jump

, jump in any direction



HITS	—
BLOCK LEVEL	—
DAMAGE	—
STUN	—
STARTUP	4
ACTIVE	42
RECOVERY	11 ON GROUND
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES Can cancel the startup frames into special or Super, special-cancelable moves can be cancelled into super jump, ground recovery frames are reduced to 3 if Ibuki attacks in the air

Bonsho Kick: This is a hard counter to standing and crouching throw techs, along with some low attacks. On counter hit, it leads to Combo X. Its moderate startup means it must be done very early to successfully beat an attack to the punch, and it's at a -3 disadvantage on guard, so it comes with a slight risk. Amusingly, Hammer Kick already does a lot of these things, but without the frame disadvantage on block. The only asset it has over Hammer Kick is its faster startup.

Super Jump: Ibuki leaps forward a greater distance than her normal jump, allowing her to punish projectiles from further away. It's treated as a special move, meaning it can be canceled into from any cancelable normal move. This serves two purposes: you can cancel directly into a jump, and then immediately Kasumi Suzaku to combo into it from numerous chains and normal moves; you're also able to cancel the super jump's pre-jump frames into ground specials, moves, or Ultras. For example, perform Ibuki's CL. LP ▷ MP ▷ HP chain, then input , ending the command on the chain's final hit. This buffers Hashinsho's (Ultra II's) command into a super jump command quickly, then cancels pre-jump frames into the Ultra.

The same technique is used to cancel attacks that are normally only jump cancelable into ground special moves for combos, setups, or to make them safer on guard. CL. HK, for example, is normally unsafe when blocked, but by inputting + LK during its 2nd hit, you can cancel into LK Tsumuji to safely push the enemy out. You actually cancel close HK into a super jump first, then skip it by canceling pre-jump frames into a special move. The super jump ends up just being an intermediate state.

Target Combo 1

Vertical or angled jumping HP ▷ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	3
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~2f lower body projectile invincibility

Target Combo 2

Angled jumping LP ▷ ▷ HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	150
STARTUP	4
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~3f lower body projectile invincibility

Target Combo 3

Angled jumping LK ▷ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~3f lower body projectile invincibility

Target Combo 4

CL. LP ▷ MP



HITS	2
BLOCK LEVEL	HL
DAMAGE	30, 30
STUN	50, 50
STARTUP	4
ACTIVE	1, 2
RECOVERY	11
ON HIT	+3
ON BLOCK	-1
CANCEL	SP, SU, TC

NOTES Only special or super cancelable on 1st hit, force stand

Target Combo 4

CL. LP ▷ MP ▷ HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	60
STARTUP	2
ACTIVE	3
RECOVERY	10
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Target Combo 5

LP ▷ MP ▷ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	30
STARTUP	4
ACTIVE	4
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

Target Combo 6

CL. LP ▷ MP ▷ + HK ▷ HK

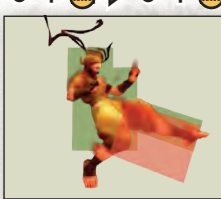


HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	60
STARTUP	5
ACTIVE	3
RECOVERY	18
ON HIT	—
ON BLOCK	-7
CANCEL	JU

NOTES Final hit juggle potential 1, puts opponent into limited juggle state

Target Combo 7

+ MK ▷ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	25
ACTIVE	2
RECOVERY	4+8 ON GROUND
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES 3~30 airborne



Target Combo 8

CL. HP ▷ + HK ▷ HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	60
STARTUP	5
ACTIVE	3
RECOVERY	18
ON HIT	—
ON BLOCK	-7
CANCEL	JU

NOTES Final hit juggle potential 1, puts opponent into limited juggle state

Target Combo 9

LK ▷ MK ▷ HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	60
STARTUP	5
ACTIVE	3
RECOVERY	18
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

Target Combo 10

CR. HK ▷ HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	60
STARTUP	5
ACTIVE	3
RECOVERY	18
ON HIT	—
ON BLOCK	-8
CANCEL	JU

NOTES Whiffs on crouching opponents, 2nd hit juggle potential 1, takes opponent out of juggle state

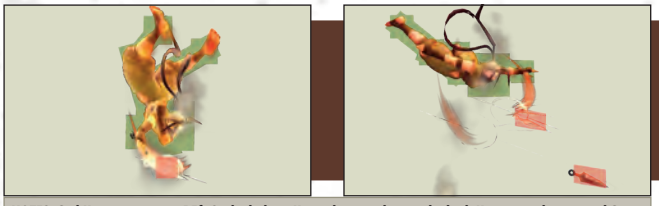
Kunai ↓ + P



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	60
STARTUP	7
ACTIVE	–
RECOVERY	16 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES Strike hitbox, Kunai destroyed on trade, puts airborne opponent into limited juggle state, soft knockdown on airborne opponent

EX Kunai ↓ + P P



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	100, 100
STARTUP	8
ACTIVE	–
RECOVERY	9 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 2nd Kunai startup on 15f, Strike hitbox, Kunai destroyed on trade, both Kunais juggle potential 2, puts airborne opponent into limited juggle state, soft knockdown on airborne opponent

Kunai: Ibuki throws a projectile dagger at varying angles: LP Kunai fires at a steep downward angle, HP at a 45 degree angle, and MP at an angle between LP and HP. It hits for very little damage, but causes massive hit/blockstun. It can be thrown against an enemy's ground attacks, but it must be done with an awareness of the incoming attack's hitboxes; Kunai is nullified if it runs into ANY sort of active hitboxes. This includes not just opposing projectiles but also normal moves. It doesn't nullify opposing projectiles either; they'll just plow through Kunai and keep going. This must be taken into account whenever it's thrown; when launching it against ground attacks, always target hurtboxes that aren't shielded by active hitboxes. Low-profile crouching attacks, like Ryu's CR.MK, can easily be hit by a Kunai thrown very close to the ground because the upper half of his body is not shielded by a hitbox.

LP Kunai is also integral to a vortex style of anti-wakeup attack strategy. It's thrown to meet a downed player on wakeup at different timings to force them to guard in different directions, leading to combos in either circumstance. (Refer to the Close Range strategy section for details.)



LP Tsuijigoe ← + LP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	43+1 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SP, SU

NOTES 1~7f invincible to throws and lower body invincibility, 8~43f airborne

MP Tsuijigoe ← + LP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	47+1 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SP, SU

NOTES 1~7f invincible to throws and lower body invincibility, 8~47f airborne

HP Tsuijigoe ← + LP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	53+1 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SP, SU

NOTES 1~53f invincible to throws and lower body invincibility, 8~43f airborne

Tsuijigoe: Ibuki performs a flamboyant flip into the air that flies over enemies. Once she's at the peak of the jump, her aerial state can be canceled into any version of Kunai or Kasumi Suzaku. Its theoretical purpose is to help Ibuki escape corners; if your back is to a wall, cancel an attack into HP Tsuijigoe, then throw a LP Kunai after you've passed over the enemy to cover your landing. Unfortunately, LP Kunai is so easy to stop with a Focus absorb dash that the only way to use Tsuijigoe safely is to cancel into Kasumi Suzaku, which is expensive. Save it only for emergency escapes from corners.



LP Neck Breaker

→ + LP

HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	200
STARTUP	15
ACTIVE	10
RECOVERY	16
ON HIT	–
ON BLOCK	-13
CANCEL	–

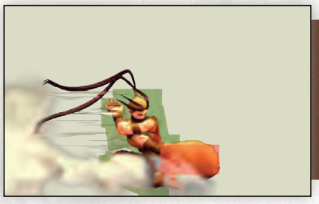
NOTES Hard knockdown, armor break

MP Neck Breaker

→ + MP

HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	200
STARTUP	15
ACTIVE	12
RECOVERY	17
ON HIT	–
ON BLOCK	-13
CANCEL	–

NOTES Hard knockdown, armor break



HP Neck Breaker

→ + HP

HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	200
STARTUP	15
ACTIVE	21
RECOVERY	19
ON HIT	–
ON BLOCK	-13
CANCEL	–

NOTES Hard knockdown, armor break

EX Neck Breaker

→ + P P

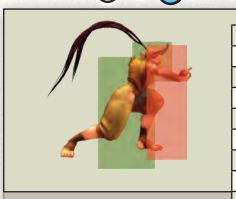
HITS	3
BLOCK LEVEL	L
DAMAGE	50, 50, 60
STUN	250
STARTUP	15
ACTIVE	14
RECOVERY	19
ON HIT	–
ON BLOCK	-13
CANCEL	–

NOTES 1~28f projectile invincibility, hard knockdown, armor break

Neck Breaker: After a slide forward, Ibuki grabs her foe and snaps their neck. (You'd think this would do way more damage.) The normal version can be used to break Focus Attacks at mid-range, but it's best to refrain from doing that because of its heavy startup time and recovery. Its main use is as a combo ender when a hit is confirmed. Its damage is high and it causes a hard knockdown that leaves the foe directly next to you, a vital position for Ibuki's Kunai cross-up wakeup strategy. EX Neck Breaker is projectile invulnerable and deals more damage, though the setup afterwards is a little worse.

Ibuki can do an easy safe jump setup against most of the cast. Directly after any normal version of Neck Breaker, whiff → + LK, then immediately jump forward and do a late HP. Hold ↙ as you land to ensure any reversals done are blocked. This works against any character that isn't Akuma, Blanka, Cammy, Evil Ryu, Gouken, Ken, Oni, Ryu, and Sagat.

LP Raida ↻ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	25
ON HIT	–
ON BLOCK	-14
CANCEL	–

NOTES 1~10f throw invincible, hard knockdown, armor break, range 1.013, juggle potential 2

MP Raida ↻ + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	27
ON HIT	–
ON BLOCK	-16
CANCEL	–

NOTES 1~10f throw invincible, hard knockdown, armor break, range 1.063, juggle potential 2

HP Raida ↻ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	29
ON HIT	–
ON BLOCK	-18
CANCEL	–

NOTES 1~10f throw invincible, hard knockdown, armor break, range 1.112, juggle potential 2

EX Raida ↻ + P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	250
STARTUP	6
ACTIVE	5
RECOVERY	20
ON HIT	–
ON BLOCK	-9
CANCEL	–

NOTES 1~10f throw invincible, hard knockdown, armor break, range 1.250, juggle potential 2

Raida: This violent energy blast is used in various combos to toss an enemy across the screen (pushing them toward a corner), and as a high-risk way of beating out throws via its throw invulnerability. Its hitbox upon activation is massive, so large that it can even catch an opponent's extended limbs (even Dhalsim's from a distance), though it's usually too risky to use it for that because of its heavy recovery. EX Raida inflicts more damage and has a much larger hitbox, assets that are rarely needed. In most cases, it's best to save Raida just for combos.

LK Kasumi Gake ↺ + LK



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	20
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

MK Kasumi Gake ↺ + MK



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	22
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

HK Kasumi Gake ↺ + HK

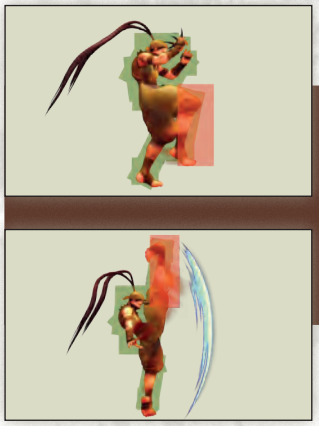


HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	24
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 3~12f can pass through grounded opponent

Kasumi Gake: Ibuki performs a shadowy dash toward her opponent. The LK version travels the shortest distance but has the quickest recovery, the MK a moderate distance with moderate recovery, and the HK version moves a large distance and can pass through an enemy to their backside (which is sometimes useful for escaping corners or confusing an opponent landing from air recovery). Aside from allowing you to approach a downed enemy from a distance very quickly, Kasumi Gake is meant to supplement Tsumuji pressure tactics. When the opponent is conditioned to think Tsumuji is going to be canceled into from say, ST.MK, you can theoretically cancel into LK Kasumi Gake instead to quickly move into close range. This is very fast and very hard to react to unless your opponent is specifically looking for it. At low levels of play, a defending player's common reaction to it is to perform a late throw tech, which is easily decimated by immediately doing ↻ + MK to leap over it.

However, canceling into Kasumi Gake always leaves you at a punishable frame disadvantage, and once an enemy is used to looking for it, they can always retaliate. For example, canceling into LK Kasumi Gake from ST.MK, CR.MP, CL. HP, LP ▷ MP ▷ HP, or LK ▷ MK all leave you at a very punishable -7 on block. The safest attacks to cancel from are her ST. HP ▷ HP chain (-3 disadvantage) and the jump-cancelable CR. HP (-4), which can be canceled into Kasumi Gake by inputting ↺ ↻ + LK to cancel its pre-jump frames. The only way to compensate for this disadvantage is by occasionally canceling into MK or HK Tsumuji, which purposefully leaves a large enough gap for the enemy to stick out buttons, causing them to get counter hit. A fast invincible reversal, though, will beat both LK Kasumi Gake and HK Tsurugi. That being the case, your choice is simple: almost never cancel into Kasumi Gake. Do it only rarely, so at the very least, it may slip by because the enemy isn't expecting it. Once they do start looking for it, don't cancel your normal moves into anything and see how the enemy responds; who knows, they may whiff a reversal trying to catch it.



LK Kazegiri

↙ + LK

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 20, 65
STUN	40 X3
STARTUP	5
ACTIVE	1, 1, 11
RECOVERY	17+8 ON GROUND
ON HIT	–
ON BLOCK	-27
CANCEL	SU

NOTES 1~6f throw invincible, 8~34f airborne, puts opponent into limited juggle state, hit number = juggle potential e.g., 2nd hit juggle potential 2

MK Kazegiri

↙ + MK

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 20, 75
STUN	40 X3
STARTUP	7
ACTIVE	1, 1, 11
RECOVERY	18+10 ON GROUND
ON HIT	–
ON BLOCK	-30
CANCEL	SU

NOTES 1~8f throw invincible, 10~37f airborne, puts opponent into limited juggle state, hit number = juggle potential

HK Kazegiri

↙ + HK

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 20, 90
STUN	40 X3
STARTUP	9
ACTIVE	1, 1, 11
RECOVERY	15+10 ON GROUND
ON HIT	–
ON BLOCK	-37
CANCEL	SU

NOTES 1~10f throw invincible, 12~36f airborne, puts opponent into limited juggle state, hit number = juggle potential

Kazegiri: This rising kick does not work well as anti-air initially, having only a short window of throw invulnerability that's not particularly useful. The HK version deals heavy damage and has juggle potential, which is used for a number of combos.

EX Kazegiri, on the other hand, is completely invincible. It's a perfect reversal and works great as anti-air. Its frontal range is large, allowing it to catch jumps that are farther out than normal, where Ibuki has a hard time stopping them. Once airborne, it's possible to cancel into any version of Kunai. This is a defense mechanism; if EX Kazegiri is blocked, you can throw LP Kunai to thwart a typical attempt to punish it. However, there's large gap between EX Kazegiri and LP Kunai, giving the defender time to charge a lv.2 Focus to deflect the dagger, then catch your landing with a full crumple. Many characters, like Akuma, Cammy, Ibuki, Ken, and Ryu, can dash under Kunai for a full punish. You can avoid taking a full Focus crumple by not throwing the Kunai, causing you to land from EX Kazegiri faster than normal, limiting their charge time. This forces them to vary between doing a Focus against Kunai, or doing nothing to punish a regular Kazegiri landing. Varying between these options does nothing against characters that can dash under Kunai, in which case they can score a combo regardless of what you do. The same is true if they have an invincible reversal of some sort to do against Kunai, or one with the proper hitboxes to deflect it. That being said, EX Kazegiri can be Focus Attack dash canceled to make it only -2 when blocked. This leads to additional juggle combos on hit, but they aren't a major damage improvement. The reason to do it is safety, a welcome asset when you're in desperate need of an escape.

EX Kazegiri ↙ + K K



HITS	3
BLOCK LEVEL	HL
DAMAGE	40, 40, 80
STUN	40X3
STARTUP	5
ACTIVE	3, 40 (2) 8
RECOVERY	25+14 ON GROUND
ON HIT	–
ON BLOCK	-26
CANCEL	SP, SU

NOTES 1~7f invincible, 8~46f airborne, puts opponent into limited juggle state, hit number = juggle potential, recovery can cancel into Kunai

LK Tsumuji ↺ + LK



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 60
STARTUP	12
ACTIVE	2 (12) 2
RECOVERY	16
ON HIT	+3
ON BLOCK	-4
CANCEL	–

NOTES Puts airborne opponent into limited juggle state

MK Tsumuji ↺ + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	35, 35
STUN	70, 60
STARTUP	15
ACTIVE	2 (12) 2
RECOVERY	15
ON HIT	+3
ON BLOCK	-1
CANCEL	TSUMUJI FOLLOW-UP

NOTES Puts airborne opponent into limited juggle state

MK Tsumuji Follow-up During MK Tsumuji K



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	70
STARTUP	5
ACTIVE	2
RECOVERY	17
ON HIT	+1
ON BLOCK	-3
CANCEL	–

NOTES –

MK Tsumuji Low Follow-up During MK Tsumuji ↓ + K



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	60
STARTUP	8
ACTIVE	2
RECOVERY	16
ON HIT	–
ON BLOCK	-2
CANCEL	–

NOTES Hard knockdown

HK Tsumuji ↺ + HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 40
STUN	70, 60
STARTUP	15
ACTIVE	2 (13) 2
RECOVERY	20
ON HIT	0
ON BLOCK	-4
CANCEL	SU, TSUMUJI FOLLOW-UP

NOTES Puts airborne opponent in limited juggle state

HK Tsumuji Follow-up During HK Tsumuji K



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	70
STARTUP	5
ACTIVE	2
RECOVERY	20
ON HIT	-1
ON BLOCK	-5
CANCEL	–

NOTES –

HK Tsumuji Low Follow-up During HK Tsumuji ↓ + K



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	60
STARTUP	7
ACTIVE	2
RECOVERY	26
ON HIT	–
ON BLOCK	-9
CANCEL	–

NOTES Hard knockdown

EX Tsumuji ↺ + K K

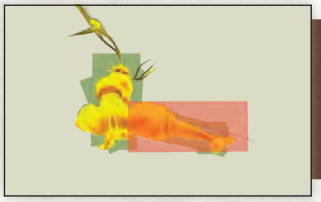


HITS	4
BLOCK LEVEL	HL, L
DAMAGE	40, 30 X3
STUN	60 X3, 70
STARTUP	12
ACTIVE	2 (10) 2 (10) 2 (10) 2
RECOVERY	9
ON HIT	–
ON BLOCK	-2
CANCEL	–

NOTES Hold down to change standing hits into low hits, puts opponent into limited juggle state

Tsumuji: This series of kicks is a mid- and close-range pressure tool. It's often canceled into from ST.MK or CR.MP to fish for stray hits, or done at mid-range as a safe poke. LK Tsumuji is the fastest, having no gaps on guard when canceled into from medium attacks, and afterwards you can link into ST.LP for extended combos. MK and HK Tsumuji both have two extensions that are possible after the 2nd hit, K or ↓ + K. ↓ + K is done if Tsumuji connects to knock the enemy to the floor for setups, or it's done late after Tsumuji is guarded to counter incoming attacks against Tsumuji's mild frame disadvantage. Its K extension is also used to counter hit incoming strikes as well, and has more range than its sweep counterpart, but it's less useful because it doesn't knock down. HK Tsumuji deals more damage than MK Tsumuji in combos, but MK is safer on guard, so it's almost always used over HK. Since there's a gap on guard between medium attacks canceled into MK Tsumuji, it's possible for an enemy to do a reversal to hit you out of it. If this is a threat, cancel into LK Tsumuji instead. EX Tsumuji hits 4 times instead of 3, all hits occurring without additional button presses. Any hit after the 1st can be transformed into a low variant by holding ↓. This is only worth doing on its final hit to land a hard knockdown mid-screen. Near corners, only the high version should be done, as it knocks the enemy into a limited juggle state. This is vital for high-damage corner combos.

EX Tsumuji 2nd and 3rd Low Follow-up During EX Tsumuji hold ↓ before 2nd or 3rd strike



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	7
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Each low follow-up is considered a new attack for combo damage scaling

EX Tsumuji Final Low During EX Tsumuji hold ↓ before 4th strike

HITS	1
BLOCK LEVEL	L
DAMAGE	25
STUN	70
STARTUP	7
ACTIVE	2
RECOVERY	12
ON HIT	–
ON BLOCK	-2
CANCEL	–

NOTES Considered a new attack for combo damage scaling, hard knockdown



LK Hien

↷ + LK

HITS	2
BLOCK LEVEL	H
DAMAGE	40, 75
STUN	70, 70
STARTUP	25
ACTIVE	7
RECOVERY	7+10 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SP, SU

NOTES 7~38f airborne

MK Hien

↷ + MK

HITS	2
BLOCK LEVEL	H
DAMAGE	40, 90
STUN	70, 70
STARTUP	27
ACTIVE	7
RECOVERY	7+10 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SP, SU

NOTES 7~40f airborne

HK Hien

↷ + HK

HITS	2
BLOCK LEVEL	H
DAMAGE	40, 110
STUN	70, 90
STARTUP	28
ACTIVE	7
RECOVERY	7+10 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SP, SU

NOTES 7~41f airborne

Hien Rebound

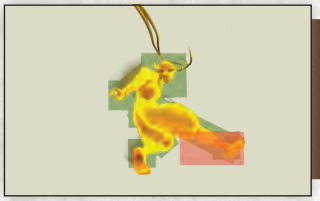
Hien connects with opponent

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	9
ACTIVE	UNTIL GROUND
RECOVERY	3 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Recovery cancelable into Kunai or Kasumi Suzaku, airborne time determined by initial height

Hien: Ibuki leaps toward the enemy with a set of kicks. The distance she travels is determined by the strength used: LK a short distance, MK a moderate one, and HK a great distance. Ibuki bounces away from her enemy after making contact, the distance being short or large depending on the strength of attack used (LK being very short, HK being very long). This aerial recovery can be canceled into any version of Kunai or Kasumi Suzaku. The kicks themselves have great hitboxes and tend to beat normal anti-air attacks. LK Hien is largely used as an overhead attack, which can be canceled directly into Kasumi Suzaku on hit for major damage. This doubles as a means to inflict heavy chip damage; since Hien heavily telegraphs itself, it's generally blocked, but canceling into Kasumi Suzaku anyways deals major damage on guard. MK and HK Hien are an alternate way to punish projectiles as it's slightly faster than a normal jump, leads to Kasumi Suzaku on hit, and in many cases is safer than using a normal jump. Ibuki bounces a great distance away from her foe after making contact, so far that many characters can't do anything to punish it. For example, if HK Hien is spaced to hit from as far away as possible, Abel, Dan, Juri, Sakura, Rufus, T. Hawk, and Zangief can do nothing to catch her once she's bounced away. Many characters, like Akuma, Ken, Ryu, and Dee Jay, have to use meter to punish her (EX Hadokens connect if your spacing is closer than it should be, while Dee Jay's EX Double Rolling Sobat will always tag her). Against characters who use a ranged move that flings their body toward Ibuki, you can cancel Hien's bounce into a LP or HP Kunai (depending on how low to the ground the attack in question is) to hit your opponent out of their move. For example, doing a HP Kunai stops Dee Jay's EX Double Rolling Sobat. Some attacks, like M. Bison's HP Psycho Crusher, always punishes her recovery regardless of the response. The key is to take your matchup into account and assess the risk. In most cases, a normal jump is still more rewarding, but in the right matchup, like against Zangief, who can't even use his Double or Quick Double Lariant against it, it's worth throwing out there on occasion to beat mid-range attacks, or to generally pressure him from a distance.

EX Hien tracks the enemy's location, flying any distance to reach them. It knocks down on hit and bounces over the enemy, making it sometimes difficult to punish. It's rarely worth doing over a jump, but in some cases, it's your best option against projectiles if you're out at a great distance.



EX Hien

↷ + K K

HITS	4
BLOCK LEVEL	H
DAMAGE	40 X3, 50
STUN	70, 0, 0, 200
STARTUP	36
ACTIVE	12
RECOVERY	20+10 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SP, SU

NOTES 1~13f projectile invincible, 7~72f airborne, tracks opponent, active faster against taller opponents, soft knockdown

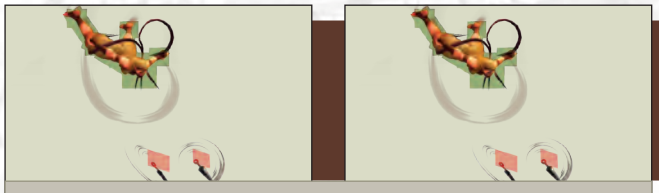
EX Hein Whiff

↷ + K K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	47+30 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Ibuki doesn't attack if she never gets close to her opponent

SUPER & ULTRA COMBOS



NOTES Strength determines angle, full juggle potential, 1~7f invincible

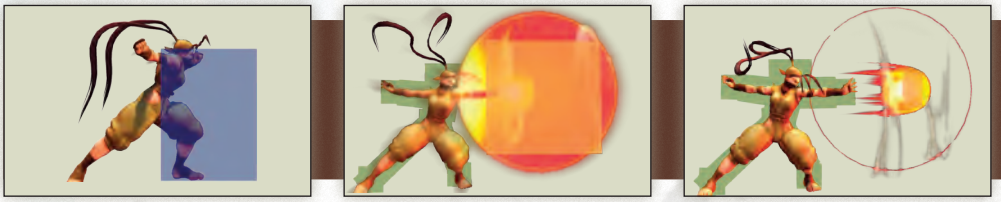
Kasumi Suzaku

In air ↓ ↓ + P

HITS	12
BLOCK LEVEL	HL
DAMAGE	(28, 27) X6
STUN	0
STARTUP	1+7
ACTIVE	–
RECOVERY	5 ON GROUND
ON HIT	–
ON BLOCK	–

Super Combo: Kasumi Suzaku: Our favorite ninja throws 12 Kunais from the air in rapid succession. The angle they're thrown from is dependent on the strength of button pressed: LP fires at a steep downward angle, MP a 45 degree angle, and HP at just below a horizontal firing path. It's tagged at the end of various combos to add damage, usually from a Super-canceled HK Kazegiri, or after jump canceling her CL. HK or CL. HP ▷ ↑ + HK ▷ HK chains. HP Kasumi Suzaku can also punish a projectile thrown from long distances, though this requires speedy reaction time on your end. Above all others, its most vital use is to deal heavy block damage to a defending enemy. On its own, it deals 108 damage on block. When canceled into from a blocked Kunai, LK Hien, or HK Kazegiri, the total guard damage dealt is huge. This is a powerful, safe way of ending a round when your enemy's vitality is low.

Yoroitoshi



HITS	11 (7)
BLOCK LEVEL	-, HL
DAMAGE	20 X8, 75, 75, 191 (38 X5, 39, 11)
STUN	0
STARTUP	1+1
ACTIVE	2 (10) 17, 42
RECOVERY	35
ON HIT	–
ON BLOCK	-5

NOTES 1~2f invincible, 1st attack a throw, 2nd attack a lower damage projectile, all projectile hits have full juggle potential

UCI: Yoroitoshi: Ibuki performs a throw that blasts the opponent across the screen. The throw is not normally instant and can be jumped away from upon reaction to its Super flash. It becomes an instant, 1-frame throw when done as a reversal. This allows it to punish attacks that are normally considered safe. For example, Cody's EX Zonk Knuckle is at a -1 disadvantage on guard if it's Focus dash canceled forward; this can be punished with Yoroitoshi if done the moment you leave blockstun. Other notable attacks it can punish are Dudley's EX Jet Upper ▷ FADC forward, Dudley's ↷ + HK overhead and any version of Machinegun Blow, C. Viper's ground LK Burning Kick (or the aerial versions if blocked early during their travel), C. Viper's MP Thunder Knuckle when blocked at close distances, Adon's HK Jaguar Kick if it's blocked standing, Adon's close MK, Guy canceling his MP ▷ HP chain into Run ▷ Sudden Stop, Cammy's CR.MK ▷ HK Spiral Arrow ▷ FADC, Elena's max-range blocked ↶ + HK or Mallet Smash, Makoto's Tsurugi if blocked at a close distance, and the list goes on. It's worth noting that since most non-EX reversals are now -5 when Focus Attack dash canceled, they can all also be punished by a combo instead of Yoroitoshi now, somewhat lowering this Ultra's worth. However, it can still punish most EX reversals that are canceled with FADC, which are normally safe.

Hashinsho ↓ ↓ + K K K



HITS	27
BLOCK LEVEL	HL
DAMAGE	30 X6, 15, 15, 5, 16, 24, 150
STUN	0
STARTUP	1+9
ACTIVE	2 (2) 2 (15) 2 (26) 1, 2 (8) 2
RECOVERY	31+40 ON GROUND
ON HIT	–
ON BLOCK	-63

NOTES 1~8f invincible, 9~60f projectile invincible, armor break, hits 1~4 juggle potential 1~4, 5th hit has juggle potential 5 and does not increase juggle count, 6th hit has juggle potential 1 to prevent cinematic hit during juggles

When the opponent is out of range for the throw, Ibuki fires a giant projectile directly in front of her. This does two things: it nails an enemy trying to backdash away from the throw, and it has enough juggle potential to inflict moderate damage in combos. The combos in question should rarely be done, though, as the damage gained for doing it usually isn't enough to offset the importance of having Yoroitoshi readily available on defense.

UCII: Hashinsho: This is a high-damage combo ender. It's used in conjunction with cancels into Ibuki's super jump to string into Hashinsho when it's normally not possible. The command to do this is ↓ ↓ ↶ + K K K, which if it's done quickly enough, cancels the lead-in normal move into a super jump, then its pre-jump frames into Ultra II. This works off of any of Ibuki's best openings, including ST.MK, ST.LK ▷ MK, and her CL.LP ▷ MP ▷ HP chain. It's worth noting that despite the damage increase, Hashinsho deals no stun damage and ruins the possibility of a strong setup afterwards. It's best to cancel into it when it'll K.O. an opponent. It also has enough invincibility to pass through projectiles at mid-range, though this requires fast reaction time. It can also be done on its own to punish some blocked attacks, like M. Bison's Psycho Crusher (reverse your command as he passes through to your backside), T. Hawk's Condor Dive, or Blanka's HP Rolling Attack.

Recommended Ultra Choice: Matchup Dependent

Yoroitoshi is a matchup-specific punish against a massive variety of moves that are otherwise untouchable. Characters like Adon, C. Viper, Dudley, Elena, and Zangief have a lot of ways to bully Ibuki until the exact moment she has Yoroitoshi available. There are matchups where Ultra I does very little, in which case Ultra II does more for her because of the damage output increase. It also gives her matchup-specific counters on rare occasions, like against Ryu and Guile who both rely heavily on mid-range projectiles, or against M. Bison whose Psycho Crusher is punishable by Hashinsho.

Overview

PROS:

- Reliable, high-damage counter-hit game in close quarters
- High stun damage output
- Good general mid-range options bolstered by great whiff-punishing attacks
- A wakeup game that's horrendously difficult to block, leads to massive damage and stun, and can compensate for delayed wakeup use

CONS:

- Her only invincible reversals, EX Kazegiri, Yoroitoshi, and Hashinsho, require Super or Revenge Gauge
- Focus Attack has poor range and her Red Focus cannot combo from her most useful openers, lowering its usability
- Ultra Combos both offer low comeback potential due to the difficulty in executing them in the right circumstances

Ibuki spends a lot of time antagonizing adversaries at mid-range, badgering them with attacks that are extremely difficult to counter. When used properly, this toolbox of tactics, which are even better near corners, frustrates the opponent into taking huge risks for all the wrong reasons, giving you a chance to punish them big for heavy damage and a knockdown. With her enemy at her feet, Ibuki can then mount an incredibly rewarding wakeup offense that's so damaging and so difficult to guard that even the strongest of players tremble at the mere thought of it.

Your objective is to establish close range and to corner the enemy. Achieve this by:

- Punishing whiffed attacks at mid-range with CR. HK or ➡ + LK
- Anti-airing a jumping foe with ⬅ + MP, CR. HP, EX Kazegiri, or her air throw
- Preemptively stopping an attack or Focus charge with ST. HP ▷ HP
- Hitting a forward dash with CR. MP ▷ ⬇ + HP
- Catching movement or a stray attack preemptively with ⬇ + MK ▷ ⬆ + K
- Jumping over a ground attack

IBUKI'S TUNING HISTORY

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
CL. LP ▷ MP 3rd hit damage reduced from 60 to 30	—
Target Combo CR. HK ▷ HK added	Allows Ibuki to combo off of her sweep
↖ + MK disadvantage on block changed from -10 to -11	Now harder to position for safe use
Kunai damage reduced from 50 to 30	—
LK, MK, HK Neckbreaker damage reduced from 140 to 120	—
EX Neckbreaker damage reduced from 160 to 140	—
Enemy no longer gets a counter hit bonus for hitting Tsujigoe during its starting frames	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
⬅ + MK advantage on block reduced from 0 to -2, advantage on hit reduced from +4 to +1	Less advantage on hit, slightly unsafe on block though still generally safe due to long range
➡ + HK advantage on block increased from -5 to -3, advantage on hit increased from -1 to +1, hitbox extended downward, +5 on counter hit	Now works as a low crush, safer on block and hit, counter hit can be confirmed and used as a combo starter
All versions of Tsuijigoe now invincible to throws on frames 1~7, hurtbox reduced on final 11 frames	Hurtbox exists only around Ibuki's head as she's landing
Ultra I juggles correctly now	More likely to get all hits in juggle combos
Ultra II pushback changed, first hit forces stand	Less likely to drop opponent from combo

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Guard bug where El Fuerte's ➡ + MK would cross over Ibuki's body fixed	—
CR. LP startup reduced from 4 frames to 3	Easier to beat out fast attacks and throws
Target Combo 4 (CL. LP ▷ MP ▷ HP) 2nd hit hitbox expanded downward	Correctly hits crouching opponents now
➡ + MK hitbox expanded downward, blocked advantage reduced from +3 to +2	Able to hit limbs as it goes over them, less advantageous on block
Backhand Punch now Special and Super cancelable	Now leads to bigger combos on a successful hit
LP, MP, HP Tsuijigoe recovery reduced by 6 frames	—
All versions of Tsumuji hitbox expanded downward	Better able to hit low attacks
MK Tsumuji recovery increased by 1 frame	Slightly less likely to be whiff punished
EX Kazegiri invincibility increased from frames 1~6 to 1~7, 1st hit active frames 2~3 hitbox expanded	Better as anti-air
Target Combos 6 and 8 put opponent into limited juggle state	Allows for new combos
All versions of Raida juggle potential increased from 1 to 2	Allows Raida to be used as a combo ender in more situations
Forward walkspeed increased from 0.04125 to 0.045	Now easier for Ibuki to walk into attack range during footsies
The 2nd hit of CR. HK ▷ HK chain (Target Combo 10) no longer hits crouching enemies	This causes the chain to whiff if used against a crouching normal attack

LONG RANGE

Your goal from this position is to stay out of trouble and slowly work your way into mid-range. If the enemy is keeping their distance, you can whiff LP Raida to gain meter while you're waiting for bigger actions. Projectiles thrown can be neutral jumped over or slid under with ↖ + MK to safely bypass them. When neutral jumping, you can throw a HP Kunai on your way down to prevent the enemy from easily approaching as you fall. A forward super jump can also be done to outright counter shots, though this must be done preemptively to catch an enemy's recovery in time because of its slow traveling speed. HK Hien is faster than a super jump and can be done on reaction to a projectile's release, but it's generally only worth doing if Super Gauge is available for Kasumi Suzaku.

MID-RANGE

Your goal is to play a ground game that's strong enough to bait out attacks to punish on whiff, or to lure out a jump. The basis for this strategy are the familiar footsies that all characters use; dance in and out of your enemy's maximum attack range to coerce them into attacking; when you think an attack is coming, back up to make it whiff. Missed attacks are punished with Ibuki's CR. HK or → + LK ▷ ↻ + LK. CR. HK 's chain extension CR. HK ▷ HK can be done for extra damage against some whiffed attacks, though its second hit misses if she isn't relatively close to the enemy. Against attacks it does hit against, its second hit can be jump canceled into a forward jump to immediately approach a foe. A jump attack timed to meet an enemy as they land in this situation is a safe jump against 5-frame reversals. CR. HK ▷ HK 's pre-jump frames can also be canceled into HK Kasumi Gake (↷ ↶ + HK) to quickly close the distance.

Your foe's response to this is to walk so far into range that their attacks can't possibly whiff. This is stopped by controlling their forward movement with CR. MK or CR. MP. CR. MP is the most valuable, as it's her longest-reaching normal move that's still cancelable. Preemptively whiff it directly in front of the enemy when you anticipate a dash or forward movement while buffering the command for HP Neck Breaker or MK Tsumuji. If they dash or walk into it, a combo and a knockdown is scored. If they don't move forward, nothing happens (make sure to buffer the special motions very quickly to ensure you don't simply recover from the normal, then accidentally whiff a special). Which attack you cancel into is dependent on the level of risk you're willing to take, as your adversary can also walk forward then block to force you to cancel into the very unsafe Neck Breaker. When the risk of that counter is too high, do MK Tsumuji instead.

When your adversary starts backing up to make CR. MK or MP miss, your method of attack changes. The simple, but highly risky, answer is to catch their backwards walk with ↖ + MK, which may hit them late enough to lead into Combo XI. This is absurdly risky though, so do it rarely, and usually when you're pressing a big vitality lead or positional advantage. The other option is to pressure the enemy with a raw MK Tsumuji. It's safe on guard, deals chip damage, is hard to back away from, and is verifiable into its sweep extension on hit. It's only -1 on block, so you're safe to anything the enemy tries to do. If they try to attack the disadvantage to get a head start on you, do Tsumuji's K or ↑ + K extension to counter hit it. From there, they may wait for Tsumuji to fully recover before attacking, in which case you can back out of range to look for a whiff to punish, or do a Focus Attack to deflect it. Your third option is to make them block ST. HP ▷ HP, which has a long enough reach to make evasive measures against it difficult. Its 2nd hit is cancelable into Tsumuji to enter the aforementioned pressure strategy. You can also occasionally cancel into LK Kasumi Gake to slip into close range at a -3 disadvantage.

If your foe is wary of this and tries to punish it, cancel into HK Tsumuji to counter hit their button press. Note that this doesn't work against characters with 3-frame reversals, like Ryu's Shoryuken, who can stop either option by just doing the reversal.

Neutral jumping EX Kunai is a safe way of beating out forward movement, Focus Attacks, and long-reaching low attacks. If done at the right height, Ibuki will also hover over thrown enemy projectiles, causing EX Kunai to pass over them and nail the recovering enemy. Similarly, a fast, forward-jumping HP Kunai can be thrown to preemptively beat out the startup of attacks, and to quickly leap over and punish projectiles. The Kunai is thrown before Ibuki reaches the apex of her jump, so her overall air time is short. If positioned far enough out for the Kunai to hit late during its travel, like near the enemy's feet, you'll land at a frame advantage large enough to link into Combo I. On block, you're also at a massive frame advantage, anywhere between +3 to +9 depending on how low to the ground Kunai is blocked. Remember that Kunai is deflected if it runs into active hitboxes, so this tactic doesn't work against high-trajectory moves. It's also easily punishable with Focus Attacks, so condition them with ST. HP ▷ HP and MK Tsumuji before doing it.

As your opponent becomes increasingly more hesitant to stick out attacks, you can then dash or walk into close range. A dash may be risky if your enemy's defense is good, in which case walk forward. If they try to stick out an attack to stop your movement, do a preemptive → + LK ↻ + LK to stop it. → + MK can be done instead if your enemy uses low attacks as counter (like Ryu's crouching MK).

Projectiles are dealt with by doing ↖ + MK under them, jumping, or Focus dashing through them. If you guess incorrectly on a jump, you can try to throw a LP Kunai on the way down to possibly stop an anti-air attack, but this only beats out attacks with poor hitboxes. If they're wary of stopping the jump, make them block jumping HP, then land and go for a low combo or throw, or do air HP ▷ → + MK chain to hit an enemy high when they're expecting you to land and go low. The same idea works with jumping LP ▷ → + HP, though it's generally worse to go for because it whiffs against some characters.

If any of the above options lure out a jump, punish it with CR. HP, ↩ + MP (into Combo VII), or EX Kazegiri. CR. HP and ↩ + MP are better for jumps done closer to you while EX Kazegiri is better for scooping up jump attacks farther away. CR. HP can be jump canceled on hit into a forward jump to meet a falling enemy with a frontal jump attack, or you can cancel into a super jump to meet them with a cross-up LK. It can also be canceled into LK or MK Kazumi Gake by inputting ↷ ↶ + LK or MK to cancel a jump's pre-jump frames. This causes her to dash to the front or back of the enemy just as they land.

CLOSE RANGE

Ibuki's close offense comes in two delicious flavors, a high-damage counter-hit-based offense that's frame-advantage heavy, and a wakeup game based around ambiguous cross-up setups that lead to massive combos. Her counter-hit offense is the first place to start, as it eventually leads to the wakeup game. Combo I is her most flexible combo opening, having an opening two hits that can be staggered as needed to get the enemy to flinch (CR. LP x2 has a 3-frame startup and is +3 on guard). When blocked, transition into a slightly staggered CR. LP linked into standing MK ▷ ↻ + MK to stop immediate counter attacks, or walk forward and throw or go for Combo I again. Ibuki's CL. LP ▷ MP ▷ HP chain (Combo II) leaves you in a similar position but at a +1 frame advantage when blocked. It leads to much more damage on hit, however.

When your enemy isn't hitting buttons against either combo opening, start throwing them. If they're escaping throws easily, they're likely delaying its command a bit to avoid faster combo starters; late teching, in other words. When this happens, Combo III can be done at close distances to get them to flinch, which has a slightly slower startup. Hesitating a moment or walking up to the enemy and going for Combo I or II also works. Against especially late throw escapes, CL. HK can be done at close distances (into Combo XII), but it's unwieldy and doesn't leave you at a frame advantage on guard, halting your offense. Against standing or crouch techs, → + MK or → + HK is done. → + MK is best against standing techs and slow crouch techs (like Ryu's CR. MP) since its windup is slow, but it leads to the damaging Combo VI on hit. You're left at a frame advantage on block to keep your offense going, making it especially powerful. → + HK is less useful because of its blocked disadvantage, but it's faster than → + MK and has an easier time clearing faster crouch techs. On counter hit, it leads to Combo X. Use it only rarely when you're certain of a hit. If your opponent uses a specially-tailored crouch tech to beat → + MK or HK (like Cammy or Dudley's CR. HP + LP + LK), revert back to doing Combo I, or do a Focus Attack right in their face. If timed properly, you'll land a lv.2 crumple into the combo of your choice. They'll be strongly dissuaded from doing the same anti-air crouch tech later on.

Ibuki's LK ▷ MK chain is also done to counter-hit incoming strikes. Its range is good, allowing it to be used for interesting close-quarters trickery. For example, force the enemy to guard a single CR. LP, then start backing up. When the enemy sees the movement and assumes they can fit in a quick light attack to catch your backwards movement, preemptively do LK ▷ MK canceled into MK Tsumuji or Hashinsho to counter hit them. This can also catch a throw or light attack if either whiffs. Its importance, especially when trying to land Hashinsho, can't be understated. Use it frequently.

Any blocked opening that leaves you at a frame advantage (CR. LP x2, CL. MP, or her CL. LP ▷ MP ▷ HP chain) can transition directly into "walking jab" pressure, a tactic that involves walking forward and forcing the enemy to guard the highly-advantageous ST. LP. This is done in a continuous loop to lure out counter attacks or reversals, and to condition them to guard for throw opportunities.

When you expect them to do an immediate counter attack, perform ST. LP slightly faster than normal and link into ST. MK ▷ ↻ + MK ▷ ↑ + K to counter hit them. When they're less willing to press buttons, you can then walk way into their face and throw, or attack with the other ways of beating throw techs (mentioned supra). Note that this strategy does not work against Elena, who crouches so low to the ground that ST. LP misses. It also tends to miss against Cammy and Decapre.

To supplement her counter-hit game, she has a decent kara throw she can do to improve her throw range: ST. MK~LP + LK. This allows you to throw from as far out as a blocked CR. LP x2 or CL. LP ▷ MP ▷ HP chain, which normally requires you to walk forward before the throw.

WAKEUP GAME

Ibuki's forward throw, CR. HK, Neck Breaker, Raida, and MK/HK Tsumuji all lead to vital hard knockdowns that set up numerous ambiguous cross-up attacks. The most prominent and well-known attack variance is the LP Kunai vortex, which consists of landing a hard knockdown, doing a forward jump or super jump toward the fallen enemy, and then throwing a LP Kunai at various timings to meet the enemy as they rise. For example, hit the enemy with Neck Breaker or MK Tsumuji ▷ ↑ + K, wait a moment, then jump forward. The defender must block based on the side Ibuki is on when Kunai hits, so throwing the Kunai early during the jump causes it to hit before Ibuki has fully passed over their body, while throwing it later during the jump ensures she's behind them as the Kunai makes contact. Off of her forward throw, LP Kunai must be thrown much closer to the ground because of your distance to the enemy. Take a small step back after the throw, jump forward, then launch LP Kunai early for it to cross-up. Taking a greater step back, then jumping and throwing Kunai a little later causes it to hit from the front.

Not only is it extremely difficult for the defender to tell which way to block, but even if it's blocked, you're directly next to the enemy at a frame advantage. On hit, you can link into any combo you desire. Regrettably, Kunai cross-ups are weakened by delayed wakeup, since the delayed wakeup timing causes Kunai to whiff entirely, potentially getting you heavily punished. Timing has to be readjusted to compensate for the extra ground time. You may opt for a safer setup involving jumping LK instead.

For example, land a Neck Breaker, take a step forward, wait a moment, then jump forward and do air LK to meet your rising foe. This will hit their front (preferably the very top of their head to make it difficult to read which side you'll end up on). Take a slightly longer step forward and jump earlier to hit the enemy's back. Against large characters you can do Ibuki's jumping LK ▷ ↻ + MK chain as a cross-up instead (if she flies to the opponent's backside, input LK ▷ ↺ + MK), or jumping MK. You can also jump slightly earlier and forgo the jump attack, then land and go for the low combo of your choice.

During the setup, look for the "TECHNICAL" display to appear. If it does, do a LP Kunai at the peak of your jump to meet the rising foe. Based on the positioning and jump timing you chose for jumping LK, the LP Kunai compensation will cross-up or not accordingly. Ibuki is the only character that can compensate for delayed wakeup in this regard.

An enemy may try to escape a Kunai vortex by trading with the Kunai with an invincible reversal that becomes airborne quickly, causing them to take minimal damage and fall to the ground. If this happens, juggle them as you land with CL. HK (2nd hit only), then HP Raida. A Focus dash can also be done to escape the Kunai vortex, though the enemy may dash directly into your body if they're unsure of which side you'll land on. If they dash into your body, nail them with Combo II. If they manage to dash away, catch their recovery with CR. HK.



Combos

I. CR. LP ▷ CR. LP, ST.MK then cancel into either:

↺ + HK ▷ ↑ + K
171 damage, 307 stun
↺ + HP
173 damage, 320 stun
↺ + HP
180 damage, 320 stun
Standing enemy, ↺ + LK, ST. LP, ST. MK ▷ ↺ + HP
264 damage, 417 stun
Enemy cornered, ↺ + K K, ↯ + HK
283 damage, 427 stun
↻ ↻ ↺ + K K K
378 damage, 180 stun

This combo's opening hit, CR. LP, can be swapped with CR. LK to make it low-hitting at a startup speed loss (from 3 frames to 4). CR. LK must be linked into the following CR. LP in that case. If you open with crouching LK, perform it with CR. LP + LK for an option select crouch tech. Though Neck Breaker is usually used because of the setups it leads to, HP Raida should usually be your main cancel to push the enemy toward a corner.

The variation involving a cancel into ↺ + LK then linking after it does not work against Akuma, Blanka, Cammy, C. Viper, Dan, E. Honda, El Fuerte, Ibuki, Juri, Makoto, Oni, Rose, or T. Hawk. The opponent must be standing in order for it to work in most cases. It's a 1-frame link that can't be plinked (without the Back/Select button), so use it with caution; it increases stun and damage output drastically without meter use, so it's often worth it. The 5th combo variation normally ends with a juggle into HK Kazegiri, but you can do HP Raida instead for longer knockdown time (i.e. more time for better wakeup setups).

II. CL. LP ▷ MP (1 hit) ▷ HP, then do either:

ST. LP, ST. MK ▷ ↺ + HK ▷ ↑ + K
253 damage, 332 stun
ST. LP, ST. MK ▷ ↺ + HP
255 damage, 343 stun
ST. LP, ST. MK ▷ ↺ + HP
260 damage, 343 stun
Enemy cornered, ST. LP, ST. MK ▷ ↺ + K K, ↯ + HK
329 damage, 416 stun
Cancel into ↺ + LK, ST. LP, ST. MK ▷ ↺ + HP
308 damage, 385 stun
Cancel into ↺ + LK, ST. LP, ST. MK ▷ ↺ + K K, ↯ + HK
360 damage, 441 stun
Cancel into ↻ ↻ ↺ + K K K
422 damage, 148 stun

This combo can be opened with a CR. LP + LK for a crouching LK crouch tech, then linked into the target combo. This is great for empty jump setups. The second hit of Ibuki's CL. LP ▷ MP ▷ HP chain can hit twice for extra damage, but you should usually cancel into HP on the 1st hit because it whiffs against an enemy guarding low. Even still, it's worth doing if the enemy misses something big near you. Any combo that links ST. LP after the CL. LP ▷ MP ▷ HP chain has a tendency to whiff in some matchups (like against Akuma). In these cases, swap it out for CR. LP.

The variation canceling into ↺ + LK and linking after it does not work against Akuma, Blanka, Cammy, C. Viper, Dan, E. Honda, El Fuerte, Ibuki, Juri, Makoto, Oni, Rose, or T. Hawk.

III. ST. MP, then link into either:

ST. LP, ST. MK ▷ ↺ + HP
235 damage, 370 stun
ST. MP, ST. MK ▷ ↺ + HP
280 damage, 420 stun
ST. MK ▷ ↺ + LK, ST. LP, ST. MK ▷ ↺ + HP
340 damage, 483 stun
Enemy cornered, ST. MK ▷ ↺ + LK, ST. LP, ST. MK ▷ ↺ + K K, ↯ + HK
409 damage, 556 stun
ST. MP, ST. MK ▷ ↻ ↻ ↺ + K K K
478 damage, 280 stun

This is predominantly done when your enemy gives you a moderate opening, or as a way of beating late throw techs. The third variation of this combo, which uses LK Tsumuji, should eventually be your standard "kill" combo whenever a big opening presents itself. Unfortunately, it does not work against Blanka, Cammy, C. Viper, Dan, Juri, Rose, or T. Hawk. Against Abel, Sagat, Dee Jay, and Vega. It's possible to do an extended version of the loop: ST. MP, ST. MK ▷ ↺ + LK, ST. LP, ST. MK ▷ ↺ + LK, ST. LP, ST. MK ▷ ↺ + HP for 385 damage and 528 stun. As always, the 4th combo can be ended with HP Raida instead of HK Kazegiri for slightly less damage but a longer knockdown.



IV. CR. LK, CL. LP ▷ MP (1 hit) ▷ ↓ + HK ▷ HK, then juggle with either:

Cancel into forward jump, air HK
202 damage, 318 stun
Cancel into ↓↘ + LK, CR. HP
202 damage, 318 stun
Cancel into ↓↘ + LK, ← + HP
207 damage, 318 stun
← ← + P P P
253 damage, 218 stun

As with the other version of the CL. LP ▷ MP chain, MP can hit twice for extra damage before chaining into its 3 input, though this should only be done if you confirm a hit. The 2nd and 3rd variation require you to cancel pre-jump frames into a LK Kasumi Gake to get close enough to your enemy for CR. HP or HP Raida. Near corners, this cancel isn't needed. Juggling with CR. HP is done only for setups; it can be jump canceled on hit into a forward jump to meet a falling enemy with a frontal jump attack, or you can cancel into a super jump to meet them with a cross-up LK. The final combo variant ending with Yoroitoshi is the most damaging, but should only be done when you're certain it will K.O. the enemy. Otherwise, it's a giant waste of an asset for a minimal damage increase.

You should generally never chain into MP ▷ ↓ + HK ▷ HK when the opening sequence is blocked, but if you do, jump cancel the final hit into a backwards jump to get away. You can also jump cancel into LK Tsumuji to safely push your enemy away (← ↙ + LK), or LK Kasumi Gake (input ↓↘ + LK) to move close to your enemy, but this is open to punishment.

V. CL. HP (2 hits) ▷ ↓ + HK ▷ HK, then juggle with either:

Cancel into forward jump, air HK
308 damage, 448 stun
Cancel into ↓↘ + LK, CR. HP
308 damage, 448 stun
Cancel into ↓↘ + LK, ← + HP
315 damage, 448 stun
← ← + P P P
384 damage, 308 stun
Cancel into forward jump, air ↓ ↓ + MP
472 damage, 308 stun
Enemy cornered, ↙ + HK (last 2 hits) ▷ air ↓ ↓ + MP
518 damage, 364 stun

This is strictly done when you get a big opening, like when your enemy misses a reversal with heavy recovery. As has been mentioned in Combo IV, the ending variations are done at different times to gain certain types of positioning for setups. HP Raida is still generally the best ender, as it knocks the enemy toward the corner while still giving you plenty of time to set up a wakeup offense. Juggling with Yoroitoshi definitely inflicts the most damage, but the damage increase is minimal for such a large expense. The final combo ending with a HK Kazegiri canceled into Kasumi Suzaku can actually be done mid-screen by canceling the final hit of the opening chain into ↓↘ + LK to get you close, but getting the full hits from Kasumi Suzaku is really difficult to time.

VI. → + MK, then link into either:

CR. LP, ST. MK ▷ ← + HP
240 damage, 370 stun
When directly next to enemy, CL. LP ▷ MP ▷ HP, ST. LP, ST. MK ▷ ← + HP
302 damage, 392 stun
Enemy cornered when directly next to them, CL. LP ▷ MP ▷ HP, ST. LP, ST. MK ▷ ← + K K, ↙ + HK
354 damage, 448 stun
On counter hit, CL. HP (2 hits) ▷ ↓ + HK ▷ HK ▷ ↓↘ + LK, ← + HP
386 damage, 535 stun

These are your optimal combos when → + MK leaps over an enemy's attack. The first combo is done when you aren't directly next to the enemy when it hits, while the others inflict more damage, but require you to be near your foe. CL. LP ▷ MP ▷ HP also misses even at point-blank range against some characters, like Abel, in which case the first variation will suffice. The version requiring a counter hit is very hard to verify, so don't expect to land it very often.

VII. Against a jumping enemy, ← + MP (1 hit) ▷ ↓ + LK, then juggle with either:

CL. HK ▷ forward jump, air HK
170 damage, 285 stun
CL. HK ▷ ↓↘ + LK, CR. HP
170 damage, 285 stun
CL. HK, ← + HP
178 damage, 285 stun
↙ + HK
190 damage, 285 stun

This powerful anti-air combo only works if it's done late against an enemy jump attack; otherwise, its 1st hit misses and thus can't be canceled. Depending on the distance of the enemy when it's done, LK Kasumi Gake sometimes slips under the enemy. Keep an eye out for this and reverse your combo commands if it happens.

VIII. Against jumping enemy, early CL. HK (2nd hit only), then juggle with either:

CL. HK ▷ forward jump, air HK
200 damage, 310 stun
CL. HK, CR. HP
200 damage, 310 stun
CL. HK, ↻ + HP
208 damage, 310 stun
↙ + HK
220 damage, 195 stun

This is done to hit aerial enemies directly above you, a common occurrence when they go for a raw cross-up without a knockdown preceding it (like after you block a shoto's CR. LP x2 hit-check string). Only the 2nd hit of CL. HK should hit, knocking them so high into the air that you have plenty of time to juggle afterwards with whatever you want.

IX. ↙ + K K ▷ FADC forward, then juggle with either:

CL. HK (2nd hit only) ▷ forward jump, air HK
180 damage, 275 stun
CL. HK (2nd hit only), CR. HP
180 damage, 275 stun
CL. HK (2nd hit only), ↻ + HP
188 damage, 275 stun
↙ + HK
200 damage, 160 stun

This FADC combo is a last resort when you're being pressured at close distances. After the dash, Ibuki usually slips to the opposite side of the falling enemy, requiring you to reverse the command of any hits after it. In most cases, the Raida follow-up is the preferred one, but the final variant should be done over it if you know it'll K.O. your foe.

X. Counter hit → + HK, then link into either:

→ + LK ▷ ↻ + LK
235 damage, 401 stun
CR. LP, ST. MK ▷ ↻ + HK ▷ ↑ + HK
276 damage, 520 stun
CL. LP ▷ MP (2 hits) ▷ ↑ + HK ▷ ST. HK ▷ ↻ ↷ + LK, ↻ + HP
336 damage, 571 stun
CL. LP ▷ MP (2 hit) ▷ HP, ST. LP, ST. MK ▷ ↻ + HP
371 damage, 595 stun
Enemy cornered, CL. LP ▷ MP (2 hit) ▷ HP, ST. LP, ST. MK ▷ ↻ + K K, ↻ + HP
423 damage, 651 stun

These combos only work if → + HK counter hits. Look for the "COUNTER HIT" prompt to appear before proceeding. It's +1 on a normal hit, which is just enough to keep your attack momentum going. If blocked, you're at a barely punishable -3 disadvantage, so you may be able to get away with backdashing to safety.

XI. ↷ + MK (hits very late), then link into either:

→ + LK ▷ ↻ + LK
180 damage, 238 stun
ST. LP, ST. MK ▷ ↻ + HK ▷ ↑ + HK
226 damage, 357 stun

The slide kick must be positioned to hit as late as possible during its active frames in order for any of these links to work, which is difficult. A counter hit can make this easier, which sometimes occurs when you're preemptively stopping a projectile. Note that the links starting with ST. LP occasionally miss against some crouching characters, like Cammy, so do the first version instead in those match ups.

XII. CL. HK (2 hits), then juggle with either:

Cancel into forward jump, air HK
210 damage, 400 stun
Cancel into ↻ ↶ + LK, CR. HP
210 damage, 400 stun
Cancel into ↻ ↶ + LK, ↻ + HP
220 damage, 400 stun
↻ ↻ + P P P
384 damage, 308 stun
Cancel into forward jump, ↻ ↻ + MP
440 damage, 200 stun

When close HK is blocked, super jump cancel into a backwards jump, or super jump and cancel its pre-jump frames into LK Tsumuji (↻ ↷ + LK) to leave yourself in a safe position. When super jumping and juggling the enemy with Kasumi Suzaku, make sure you finish its command just before Ibuki reaches the same height as her enemy.

XIII. ST. HP ▷ HP, then cancel into either:

↻ + HK ▷ ↑ + HK
236 damage, 446 stun
Lv.1 EX Red Focus release ▷ dash, CL. HP (2 hits) ▷ ↑ + HK ▷ HK ▷ ↻ ↶ + LK, ↻ + HP
378 damage, 604 stun
Lv.1 EX Red Focus release ▷ dash, ↻ ↻ + K K K
457 damage, 370 stun
Lv.1 EX Red Focus release ▷ dash, ↻ ↻ + P P P
465 damage, 370 stun

This is Ibuki's only good way of canceling into EX Red Focus for a crumple. It's generally only worth the meter expense if you have Ultra I or II available, though the second version of this combo does inflict high stun damage.

JURI

First appearance: *Super Street Fighter IV* (2010)

Data

STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	950	C
Forward Walk Distance per Frame	0.035	C
Backward Walk Distance per Frame	0.03	C
Dash Duration in Frames	19	B+
Dash Distance	1.41335	A
Backdash Duration in Frames	8 invincible, 10 airborne, 9 recovery (27 total)	C
Backdash Distance	1.2	B
Pre-jump Frames	4	A
Jump Duration in Frames	35	A
Diagonal Jump Forward Distance	1.7	C-

W Ultra Damage: 75%

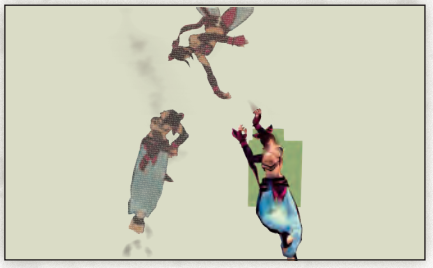
Standing



Crouching



Jump Arc



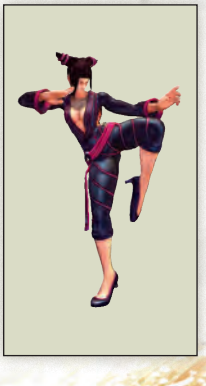
Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	5
ON HIT	+7
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	3
ACTIVE	4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES Juggle potential 1 during Feng Shui

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	13+13 GROUNDED
ON HIT	—
ON BLOCK	-12
CANCEL	SP, SU

NOTES 2~22f airborne, puts opponent in limited juggle state, Juggle potential 1 during Feng Shui, cannot be focus cancelled

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	30, 35
STUN	40, 40
STARTUP	6
ACTIVE	3 (6) 2
RECOVERY	19
ON HIT	-4
ON BLOCK	-7
CANCEL	SP, SU

NOTES 2nd hit juggle potential 1 in Feng Shui, 1f throw invincible, 2~6f airborne

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 70
STUN	125, 75
STARTUP	11
ACTIVE	2 (2) 2
RECOVERY	20
ON HIT	+1
ON BLOCK	-4
CANCEL	SP, SU

NOTES Only cancelable on 1st hit, 2nd hit juggle potential 1 during Feng Shui, +0 on hit against a crouching apponent

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	5
ON HIT	+7
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	11
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	20
ON HIT	-1
ON BLOCK	-5
CANCEL	—

NOTES Juggle potential 1 during Feng Shui

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

MK



HITS	2
BLOCK LEVEL	HL
DAMAGE	30, 70
STUN	30, 70
STARTUP	5
ACTIVE	1, 4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	—

NOTES 2nd hit juggle potential 1 during Feng Shui

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	15
ACTIVE	4
RECOVERY	19
ON HIT	-1
ON BLOCK	-5
CANCEL	—

NOTES 6~23f airborne, low crush, 2nd hit juggle potential 1 during Feng Shui

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	20
ON HIT	-1
ON BLOCK	-6
CANCEL	SP, SU

NOTES Forces stand

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	5
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	17
ON HIT	-2
ON BLOCK	-5
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	25
ON HIT	—
ON BLOCK	-9
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	11
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~4f lower body projectile invincibility, always puts airborne opponent in free juggle state

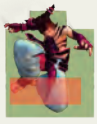
Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility, soft knockdown, juggle potential 1

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

NORMAL THROWS

Juri's forward throw launches her opponents a long distance from her. If you follow it with a dash, jump, and then an HK Shikusen at the peak of your jump, you will be left in front of your opponent with enough time to set up a meaty attack as they stand at normal timing. In a corner, you can set up a safe jump by immediately backdashing and immediately whiffing a crouching MP before jumping in for a 5-frame setup against an opponent's standard wakeup time, or by backdashing then immediately whiffing a standing HP for a 6-frame safe jump when your opponent does a delayed wakeup. Off of Juri's back throw, you can set up an ambiguous cross-up by walking forward one character length and jumping from max-range cross-up distance. If you attack with angled jumping HP as you start to fall down, you will hit in front and knockdown your opponent. If you instead do a late angled jumping MK, you will cross over your opponent and hit him from the far side. If you step a bit further before jumping, you can use jumping HP as a cross-up attack as well.



Karen Kick LP + LK

DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.832

Assatsu Kick ⟲ + LP + LK

DAMAGE	120
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.832

FOCUS ATTACKS

Juri's Focus Attack has average range with no bells or whistles. At -3 on hit and on block, the level 1 version is not the safest attack, so use it sparingly or backdash cancel if you think your opponent is expecting the attack. Level 2 is +3 on block, giving Juri guaranteed close LK or close MP.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-3)
ON BLOCK	-21 (-3)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-3)
ON BLOCK	-21 (-3)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+3)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3

LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Sekku: "Whatever!" Juri hops into the air and kicks downward. This overhead attack is just slow enough that it can be blocked on reaction by an opponent who is looking for it. The low damage on Sekku means that it's generally not a scary attack until near the end of an opponent's life bar, but it can be used to cloud an opponent's judgment and make the opposing player focus on blocking an overhead when you intend to kara throw or go low for more damage. During Feng Shui Engine, Sekku gains 1 juggle potential and enough advantage on hit to be used as a combo starter.



Sekku

→ + MK

HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	70
STARTUP	20
ACTIVE	2
RECOVERY	17
ON HIT	+2 (+1)
ON BLOCK	-2
CANCEL	–

NOTES 12~25f airborne, less advantage on hit against crouching opponent

Sekku during Feng Shui Engine

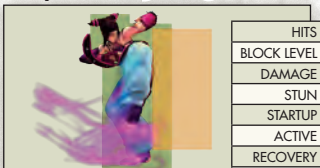
→ + MK

HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	0
STARTUP	20
ACTIVE	2
RECOVERY	16
ON HIT	+6
ON BLOCK	+0
CANCEL	–

NOTES 12~25f airborne, juggle potential 1

SPECIAL MOVES

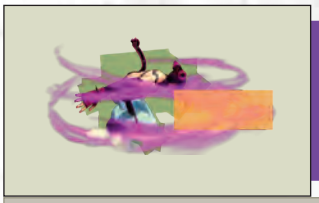
Fuhajin Store ↓↘ + K (hold to store)



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	9
ACTIVE	6
RECOVERY	16
ON HIT	–
ON BLOCK	-1
CANCEL	–

NOTES Projectile hitbox, puts opponent in limited juggle state, soft knockdown, juggle potential 1

Fuhajin: As you press the kick button, Juri kicks upward, storing a wave of energy for immediate or later use. When you release the kick button, Juri sends the stored energy at one of three angles determined by the strength of kick used: the LK version travels low across the ground, the MK version travels at Juri's head level and will harmlessly pass over crouching opponents, and the HK version travels up at an angle to catch airborne opponents. Fuhajin Store is a projectile attack that cancels out other single-hit projectiles and launches opponents. With a juggle potential of 1, Fuhajin can be released immediately to hit her opponent or you can hold the kick button and juggle with another attack as you recover from storing Fuhajin. The EX Versions immediately release a 2-hit projectile that cannot be stored: the LK + MK version has the same angle as LK Fuhajin, the MK + HK version has the same angle as MK Fuhajin, and LK + HK has the same angle as HK Fuhajin.





LK Fuhajin Release
Release stored LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	11
ACTIVE	–
RECOVERY	23
ON HIT	+10
ON BLOCK	+4
CANCEL	SU

NOTES Projectile lasts 52f, juggle potential 1 if released without charging it, juggle potential 2 if initially charged

MK Fuhajin Release
Release stored (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	11
ACTIVE	–
RECOVERY	23
ON HIT	+10
ON BLOCK	+4
CANCEL	SU

NOTES Projectile lasts 52f, juggle potential 1 if released without charging it, juggle potential 2 if initially charged



HK Fuhajin Release
Release stored (HK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	11
ACTIVE	–
RECOVERY	23
ON HIT	+10
ON BLOCK	+6
CANCEL	SU

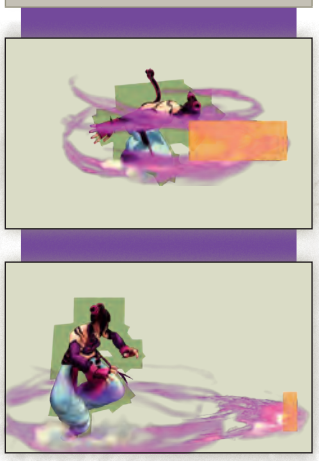
NOTES Projectile lasts 52f, juggle potential 1 if released without charging it, juggle potential 2 if initially charged



EX Low Fuhajin
(QCB) + (LK) + (MK)

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	13
ACTIVE	–
RECOVERY	27
ON HIT	–
ON BLOCK	+5
CANCEL	SU

NOTES Projectile lasts 49f, soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2



EX Mid Fuhajin
(QCB) + (MK) + (HK)

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	13
ACTIVE	–
RECOVERY	27
ON HIT	–
ON BLOCK	+7
CANCEL	SU

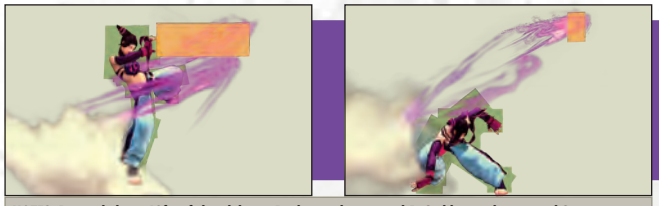
NOTES Projectile lasts 49f, soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2



EX High Fuhajin
(QCB) + (LK) + (HK)

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 60
STUN	50, 50
STARTUP	15
ACTIVE	–
RECOVERY	25
ON HIT	–
ON BLOCK	+5
CANCEL	SU

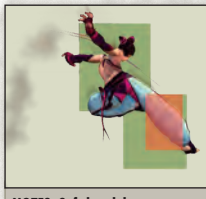
NOTES Projectile lasts 49f, soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2



LK Shikusen
During vertical or forward jump (QCB) + (LK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	14
ACTIVE	UNTIL GROUND
RECOVERY	17 ON GROUND
ON HIT	–
ON BLOCK	-2 MIN
CANCEL	SECOND IMPACT

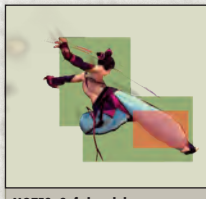
NOTES Soft knockdown, armor break, requires minimum 3 airborne frames, puts opponent in limited juggle state



MK Shikusen
During vertical or forward jump (QCB) + (MK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	14
ACTIVE	UNTIL GROUND
RECOVERY	18 ON GROUND
ON HIT	–
ON BLOCK	-3 MIN
CANCEL	SECOND IMPACT

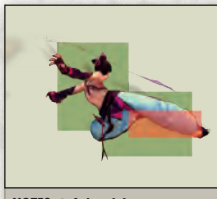
NOTES Soft knockdown, armor break, requires minimum 3 airborne frames, puts opponent in limited juggle state



HK Shikusen
During vertical or forward jump (QCB) + (LK)

HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	14
ACTIVE	UNTIL GROUND
RECOVERY	19 ON GROUND
ON HIT	–
ON BLOCK	-4 MIN
CANCEL	SECOND IMPACT

NOTES Soft knockdown, armor break, requires minimum 3 airborne frames, puts opponent in limited juggle state



Shikusen Second Impact
During Shikusen (K)

HITS	2
BLOCK LEVEL	HL
DAMAGE	20, 20
STUN	20, 20
STARTUP	9
ACTIVE	4 (5) 2
RECOVERY	28 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	THIRD STRIKE

NOTES Soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2



Shikusen Third Strike
During Second Impact (K)

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	90
STARTUP	21
ACTIVE	2
RECOVERY	19 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Soft knockdown, juggle potential 3



Shikusen: After a slight pause in midair, Juri dives downward at her foe. Similar to Fuhajin, Shikusen's angle of descent is determined by the button pressed: LK version is the steepest while HK version is the shallowest. Shikusen moves very quickly and can be used to punish a predictable fireball or Focus Attack. On hit, it puts opponents in limited juggle state and can be used as a combo starter.

LK+MK EX Shikusen
During jump ↺ + LK + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	14
ACTIVE	UNTIL GROUND
RECOVERY	14 ON GROUND
ON HIT	–
ON BLOCK	+3 MAX
CANCEL	EX SECOND IMPACT

NOTES Soft knockdown, armor break, requires minimum 3 airborne frames, puts opponent in limited juggle state

MK+HK EX Shikusen
During jump ↺ + MK + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	14
ACTIVE	UNTIL GROUND
RECOVERY	14 ON GROUND
ON HIT	–
ON BLOCK	+3 MAX
CANCEL	EX SECOND IMPACT

NOTES Soft knockdown, armor break, requires minimum 3 airborne frames, puts opponent in limited juggle state

LK+HK EX Shikusen
During jump ↺ + LK + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	14
ACTIVE	UNTIL GROUND
RECOVERY	14 ON GROUND
ON HIT	–
ON BLOCK	+3 MAX
CANCEL	EX SECOND IMPACT

NOTES Soft knockdown, armor break, requires minimum 3 airborne frames, puts opponent in limited juggle state

Unlike in previous versions, EX Shikusen no longer automatically cancels into Second Impact and Third Strike. Now the EX version of Shikusen can be advantageous on block when you hit your opponent, allowing you to use it as a quick safe way in. Due to its quicker recovery, you can more easily use EX Shikusen as a combo starter. Similar to EX Fuhajin, EX Shikusen now has three different angles: the LK + MK version follows the same trajectory as LK Shikusen, MK + HK EX Shikusen is similar to MK Shikusen, and LK + HK EX Shikusen has the same far-reaching trajectory of HK Shikusen.

EX Shikusen Second Impact
During EX Shikusen K



HITS	2
BLOCK LEVEL	HL
DAMAGE	25, 25
STUN	20, 20
STARTUP	9
ACTIVE	4 (5) 2
RECOVERY	28 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	EX THIRD STRIKE

NOTES Soft knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2, does not increase juggle count

EX Shikusen Third Strike
During EX Second Impact K



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	21
ACTIVE	2
RECOVERY	19 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Soft knockdown, juggle potential 3, does not increase juggle count, wall bounce

Shikusen can be followed up by hitting successive kicks into Second Impact followed by Third Strike. Shikusen follow-up attacks are most useful when you know that Shikusen will hit, but you aren't at a good angle to follow up with a ground combo (such as when you're punishing a projectile). Second Impact and Third Strike count as new attacks for the purpose of damage scaling, even when used after EX Shikusen.

LK Senpusha ↺ + LK



HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 40
STUN	40, 40
STARTUP	7
ACTIVE	3 (1) 4
RECOVERY	4+17 ON GROUND
ON HIT	+1
ON BLOCK	-4 (-8)
CANCEL	SU

NOTES 2nd hit whiffs on blocking crouching opponent, 2nd hit juggle potential 1

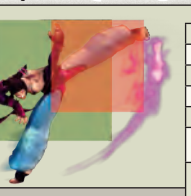
MK Senpusha ↺ + MK



HITS	4
BLOCK LEVEL	HL
DAMAGE	45, 25X3
STUN	40, 30X3
STARTUP	9
ACTIVE	3 (1) 4 (6) 3 (1) 3
RECOVERY	5+21 ON GROUND
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES 11~34f airborne, soft knockdown, only cancelable on 1st two hits

HK Senpusha ↺ + HK

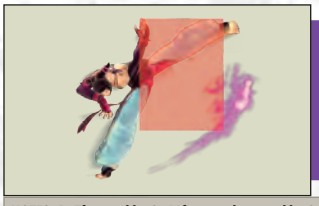


HITS	4
BLOCK LEVEL	HL
DAMAGE	50, 30X3
STUN	50, 35X3
STARTUP	14
ACTIVE	3 (1) 4 (6) 3 (1) 3
RECOVERY	5+24 ON GROUND
ON HIT	–
ON BLOCK	-11
CANCEL	SU

NOTES 16~39f airborne, soft knockdown, only cancelable on 1st two hits

Senpusha: Juri jumps, spins, and sends energy spiraling away from her kicks. Senpusha is Juri's usual combo ender. It does reasonable damage and has excellent range; it is able to reach an opponent who is hit by a max-range crouching MK. The MK, HK, and EX versions all knockdown while the LK version leaves Juri at a slight advantage on hit. The LK version is occasionally safe on block when it hits a standing opponent, but against a crouching opponent, the second hit generally whiffs, leaving you close up and at a significant disadvantage (though your opponent must be quick to take advantage of it). The EX version of Senpusha now always has an invincible active frame, so it works well as a reversal. On block, there is a vacuum effect pulling you close to your opponent, ensuring that you will be punished.

EX Senpusha ↺ + K K



HITS	8
BLOCK LEVEL	HL
DAMAGE	30X6
STUN	30X5, 35
STARTUP	7
ACTIVE	3 (1) 4 (3) 3,3 (1) 3 (4) 3,3 (1) 3
RECOVERY	5+27 ON GROUND
ON HIT	–
ON BLOCK	-15
CANCEL	SU

NOTES 1~7f invincible, 8~46f projectile invincible, 8~46f airborne, soft knockdown, listed damage and stun correspond to the hits in front of Juri, hits 2~6 have sequential juggle potential: 2nd hit juggle potential 1, 3rd hit juggle potential, etc.

Kasatushi ↺ + P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	3
ACTIVE	29
RECOVERY	17
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 3~31f armor

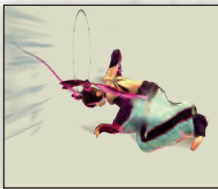
EX Kasatushi ↺ + P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	1
ACTIVE	31
RECOVERY	17
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~31f armor, on activation you have 13f to pick a direction defaulting in up

Kasatushi Forward Activate LP Kasatushi



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	29
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~20f strike invincible, 3~18 can pass through opponent, 21~29f can cancel recovery frames

Kasatushi: Juri adopts a stance, and when hit with an attack, she darts away quickly. The damage received during Kasatushi is recoverable gray health. The LP version slides forward across the ground while the MP version slides backward, and the HP version sends Juri upward in a neutral jump. The EX version has armor from the first frame. Upon activation, Juri will move in the direction the controller is being held: forward, backward, upward, up forward, or up backward. If you activate EX Kasatushi then forward or backward just before an opponent crosses over and hits Juri, she will travel the opposite direction; Juri will travel in the correct direction if you wait until after your opponent crosses over before activating EX Kasatushi, or by holding the opposite direction when you know a cross-up is coming. From a diagonal EX Kasatushi, you still retain access to Juri's neutral jump move set, meaning that while you cannot hit an opponent with diagonal jumping MP, you can use neutral jumping HK to work as a crossover. You can use HK Shikusen from a neutral or forward jumping EX Kasatushi, allowing you to travel most of a screen's distance from where you were hit.

Kasatushi Backward Activate MP Kasatushi



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	28
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~180f strike invincible, 21~29f can cancel recovery frames

Kasatushi Upward Activate HP Kasatushi



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	54
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~20f strike invincible, 8~44f airborne, 9~54f can cancel recovery frames



SUPER & ULTRA COMBOS





LK Fuharenjin

↺ ↺ + LK

HITS	6
BLOCK LEVEL	HL
DAMAGE	60X5, 70
STUN	0
STARTUP	1+8
ACTIVE	91
RECOVERY	53
ON HIT	–
ON BLOCK	-25

NOTES 1~9f invincible, hard knockdown, all hits juggle potential 1 and do not increase juggle count

MK Fuharenjin

↺ ↺ + MK

HITS	6
BLOCK LEVEL	HL
DAMAGE	60X5, 70
STUN	0
STARTUP	1+8
ACTIVE	91
RECOVERY	53
ON HIT	–
ON BLOCK	-25

NOTES 1~7f invincible, hard knockdown, all hits juggle potential 1 and do not increase juggle count

HK Fuharenjin

↺ ↺ + HK

HITS	6
BLOCK LEVEL	HL
DAMAGE	60X5, 70
STUN	0
STARTUP	1+11
ACTIVE	91
RECOVERY	53
ON HIT	–
ON BLOCK	-25

NOTES 1~12f invincible, hard knockdown, all hits juggle potential 1 and do not increase juggle count

Super Combo: Fuharenjin: Juri rapidly kicks six Fuhajins at her opponent at various high and low angles. Due to how specific Fuharenjin must hit an opponent to correctly juggle him, it is best used in combos and has little ability to chip out an opponent or catch an opponent when activated at any range. All three versions start from different locations: during the LK version, Juri only moves forward marginally; with the MK version, she hops forward as she kicks out the first projectile; during the HK version, Juri takes a large step back. Fuharenjin works well when cancelled off Senpusha (see Combo VI).

Feng Shui Engine ↺ ↺ + P P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	0+1
ACTIVE	–
RECOVERY	6
ON HIT	–
ON BLOCK	–

NOTES 1~2f invincible, lasts 900f

UCI: Feng Shui Engine: Juri's Feng Shui Engine is a power-up Ultra that gives Juri a variety of changes to her normal attacks. She can now chain a punch into a kick of the same strength or vice versa, but you can only use such a chain once in a combo. She can also chain a weaker attack to a stronger attack. Though she still gains Super meter, meter growth is reduced to one third the normal rate. Her dash moves forward much faster, though it recovers no more quickly than before, and several of her normal attacks gain juggle potential: close MP, HP, HK, standing HP, MK, HK, and Sekku. You can combo into Feng Shui Engine after a deep jump-in HK, a focus crumple, or after an EX Shikusen Third Strike wall bounce.

After activating Feng Shui Engine, you can easily get in on an opponent by throwing an EX Fuhajin from mid- or long range and follow up with a dash. You can use Sekku as a combo starter before going into Combo VIII. You can also chain into Sekku for a reset if you haven't used MK, HP, or HK in your combo yet. Against an opponent who knows that the overhead is where you will likely inflict damage, you can do a simple mix-up after chaining LP and LK where you either cancel to Sekku or walk forward and attempt to use a delayed crouching LK as a combo starter. During Feng Shui Engine, many opponents will try to run away for the Ultra's duration. Knowing this, you can punish your opponent's escape attempts with a forward jumping MP and using combo VII.

Kaisen Dankairaku ↺ ↺ + K K K



HITS	12
BLOCK LEVEL	HL
DAMAGE	15X9, 195, 45, 105
STUN	0
STARTUP	1+10
ACTIVE	4 (10) 3 (5) 3 (1) 3 (1) 3 (1) 3 (2) 3 (1) 2
RECOVERY	60+33 ON GROUND
ON HIT	–
ON BLOCK	-83

NOTES 1~13f invincible, 1st hit juggle potential 1, hard knockdown

UCII: Kaisen Dankairaku: Juri spins while launching herself and her opponent toward the sky before slamming her opponent toward the ground, plummeting herself, and then catching her opponent with her outstretched leg. Whispering in the opponents ear, "That felt good didn't it," she finally knocks them to the ground. Kaisen Dankairaku is mainly used as a damaging combo ender. Juri has several good ways to land UCII, giving you good high-damage combos. She can juggle into it after a Shikusen, after EX Shikusen Third Strike's wall bounce, a jumping MP, Fuhajin Store, off of a focus crumple, or a level 1 Red Focus Cancel.

Recommended Ultra Choice: Matchup Specific Selection or Double Ultra

Ultra I lasts 75% of the normal duration when W Ultra is selected. Likewise, Ultra II deals 75% damage. Ultra I enhances Juri's close-up offensive capabilities while Ultra II allows you to land high damage off of most hits if you have meter. Against characters like Makoto or Dhalsim that don't have standard, invincible reversal attacks, Ultra I allows you to effectively pressure your opponent without nearly as much fear of reprisal. Ultra II gives you access to full-screen projectile punishes and whiff punishes dealing up to 500 damage. If you feel comfortable with both Ultras, then W Ultra is a good selection in any match.

Overview

PROS:

- Far-reaching normal attacks that are hard to punish
- A multi-angled, slow-moving projectile that helps control enemy movements, while also allowing her to use them as a shield to gain desired positioning
- Can punish projectiles easily from any distance with Shikusen
- Stored LK Fuhajin makes her close-range offense extremely flexible and damaging
- Ultra I gives greatly enhanced offensive capability while Ultra II can be used in highly damaging combos off of stray hits

CONS:

- Poor walk speed
- No reversal option without meter
- Inflicts very little damage when a LK Fuhajin isn't stored
- Does not have many ways of landing Ultra II, and Feng Shui doesn't often guarantee a payout, making comebacks difficult
- Technical requirement for many of her best combos is high, making her prone to mistakes

In some regards, Juri is a jack-of-all-trades, having attacks that are effective near or far. She can stall a match as needed by releasing Fuhajin to control a foe's movements, and then counter their response to her shots with a wide range of effective anti-air attacks. Despite the importance of this style of play in certain matchups, you ultimately uses her mid-range offense to knock the enemy down or corner them, and get in to close range. When near an enemy with a LK Fuhajin stored, you can implement a counter hit-oriented style of pressure that's frame advantage heavy and damaging. This is supplemented further with her Feng Shui Ultra, which drastically improves her close-range capabilities. Stick to a rigid ranged offense only in matchups where the risk of a close attack is too great, like versus T. Hawk and Zangief.

Your objective is to establish close range. You achieve this by:

- Punishing a whiffed attack at mid-range with CR. HK or ST.MP/CR.MK ▷ ○ + HK
- Anti-airing an enemy jump with CR.MP, CR. HP, HK Fuhajin Release, or jumping MP into Combo VII
- Jumping vertically over a projectile and punishing it with Shikusen
- Throwing a LK Fuhajin or EX Fuhajin (MK+HK version) and dashing in behind it



JURI'S TUNING HISTORY



Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Walk speed increased from 0.03 to 0.035	16% walk speed increase
ST. LP hitbox extended, hurtbox reduced to Juri's wrist	Less likely to get counter poked
→ + MK recovery reduced from 18 frames to 17	Less time to react to Juri's overhead
Fuhajin damage reduced from 50, 50, to 30, 50, stun reduced from 100, 50 to 50, 50	—
Fuhajin Store launches opponent higher	Increases options for juggle combo
EX Senpusha advantage on block changed from -13 to -14	Slightly more punishable
Ultra II invincibility increased from frames 1~12 to 1~13	Slightly more invincible

Arcade Edition to 2012 Update

CHANGE	EFFECT
CL. MP startup reduced from 5 frames to 3	Easier to beat out fast attacks and throws
CL. MK 2nd hit hitbox extended to end of leg	Hits slightly further away
Fuhajin Store damage increased from 30 to 50	—
LK Senpusha 1st hit hitstun increased by 3 frames	Juri is now +6 maximum after FADC forward
MK and HK Senpusha first two hits hitstun increased by 3 frames	Juri is now +6 maximum after FADC forward
EX Senpusha invincibility increased from frames 1~6 to 1~8 during Ultra I	2 active invincible frames during Ultra I
EX Shikusen now has three angles	Angles selected by which pair of kicks Juri uses similar to EX Fuhajin
Ultra I meter gain now occurs at 1/3 the normal rate, forward dash travels much further	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CL. LP hitbox expanded downward	Hits more characters crouching allowing for easier links to more damaging combo enders
CL. MP startup during Feng Shui Engine now matches normal version	Both startup on the 3rd frame now
CL. MK startup during Feng Shui Engine now matches normal version, airborne time reduced from frames 1~6 to frames 2~6, invincible to throws on frame 1	No longer gives Juri an air recovery when hit on the first frame
ST. MP now special cancelable	Gives Juri a combo off of a whiff punish against moves that will go over CR. MK
ST. LK startup reduced from 5 frames to 4	Can more quickly crush a low
ST. HK hitbox size during Feng Shui Engine now matches normal version	—
Kasatushi now takes recoverable damage when activated	—
LK, MK, HK Shikusen can no longer be done from a back jump	Juri can no longer jump back and then react to a move with Shikusen without spending meter
Second Impact and Third Strike hitboxes expanded	Less likely to drop opponent
EX Shikusen no longer auto combos into follow-ups, three different trajectories depending on which combination of kicks used	Damage scaling increases during combos, much safer on block with maximum advantage of +3
MK + HK EX Fuhajin now hits grounded opponents	Still have to be tall opponents due to height of fireball
LK + HK EX Fuhajin damage increased from 50, 50 to 60, 60	—
EX Senpusha invincibility increased from frames 1~6 until frames 1~7, advantage on block reduced from -14 to -15, pulls opponent in closer on block	Now invincible until active becoming a reliable reversal, more punishable on block as it's no longer safe due to range
Ultra I invincibility reduced from frames 1~4 to frames 1~2	—
Ultra II hitbox expanded forward	Easier to connect after EX Shikusen 3rd Strike

LONG RANGE

Between her ability to zone out other characters with Fuhajin, reliable normals for anti-air, and the ability to move around quickly with Kasatushi and Shikusen, Juri is in a safe position at long range. The question generally isn't if you can face an opponent at long range, but rather whether or not you should do so.

Against grapplers that are weak against projectiles such as Hugo, T. Hawk, or Zangief, this is the optimal range to fight. Against other characters that are faster but don't have projectiles such as El Fuerte, Elena, or Gen, you can still fight at this range; you just need to be more cautious. Both Fuhajin Store and Release have recovery of Guile's Sonic Boom. If you release a Fuhajin immediately after storing, the total duration is quite slow, and thus subject to characters using projectile invincible attacks to get in quickly or perhaps punish you for high damage. The most important facet of Juri's projectile game is that you must keep your opponent guessing when the Fuhajin is coming. If your opponent is paying attention, they will always know when you have the capability of throwing a Fuhajin. When you store or release without doing both, you have plenty of time to recover before your opponent's reactionary attempts to get in will reach you.

When you have an opponent turtling up against your barrage, use the extra time allotted to charge up multiple Fuhajin simultaneously. When you're at long range, you should try to keep a HK version stored at all times (if possible) to anti-air your opponent (who will eventually grow impatient and jump at you); you can juggle afterward with a LK or EX Senpusha or even Ultra II for additional damage and a knockdown if you are fast enough. As you build meter, continue pressuring from range. You can throw out the occasional LK + MK EX Fuhajin and use the additional time your opponent is blocking to either position yourself more favorably or to charge up multiple Fuhajin. Even though your opponent can crouch under the MK version, it is important to mix it in with your LK versions; due to the additional height, it is harder to jump over. This works especially well against an opponent who likes to neutral jump over Fuhajin; due to the slow speed, it is hard to get over the MK version. You can have multiple different versions of Fuhajin on screen at the same time, allowing you to effectively cover multiple avenues of entry at once.

Against a character with projectiles, Juri fares quite well in a full-screen projectile fight. Fuhajin Store cancels out a single-hit projectile while still allowing you to release a projectile later; you can effectively cancel out two of your opponent's projectiles with one of yours. Fuhajin Store is only active for 6 frames, so be certain you know the timing to beat the particular strength fireball your opponent is throwing at you. Pay careful attention to your opponent's Super gauge while attempting to beat projectiles with Fuhajin Store, as an EX fireball will only lose the first hit when it clashes. Due to the rapid recovery of Fuhajin Release, you can release a LK Fuhajin to go under an opponent's projectile and then recover in time early enough to block. This is particularly useful against a character with projectiles that hit multiple times (like Akuma, Evil Ryu, and Oni), as it enables you to fight back at long range and even deal more damage over time. LK Fuhajin even goes under Sagat's Low Tiger Shot.

If you are being outplayed in a long-range projectile war, you have several ways to break range. If you are paying attention, you can punish most projectiles on reaction from almost full screen with an HK Shikusen. If you preemptively performed a neutral jump, you can easily react to a projectile being thrown and use HK or LK + HK EX Shikusen to punish your opponent. If you can make your opponent block an EX Fuhajin, you can use Shikusen to get in quickly as a blockstring. If you spend 2 bars to use LK + HK EX Shikusen, you can gain advantage on your opponent at close range when you land. Against opponents with low damage anti-air (such as Dhalsim), you may not want to even worry about the long-range game and immediately attempt to move forward. LP Kasatushi will move Juri forward at the cost of gaining some gray health, though you shouldn't rely on the move for getting in often, as it has a lengthy recovery period and leaves you open to attack. Since during the EX version the armor activates immediately, jumping forward from an EX Kasatushi enables you to capitalize on moments when you recover after throwing a LK Fuhajin underneath an opponent's projectile. In this scenario, you now have not only the projectile approaching your opponent but also Juri moving in from the skies.

MID-RANGE

Mid-range Juri brings up a conundrum. Her normals are fantastic pokes at this range, but her walk speed is slow enough to hinder the ability to play footsies. The most important question to ask before attempting to beat your opponent at this range is whether or not you feel you'll be able to force your opponent to whiff attacks and capitalize on the opportunity and get your damage. Against characters like Balrog, Chun-Li, and M. Bison, who have comparable or even better normals and much faster walk speeds, Juri will face an uphill battle. Against characters who are fast but don't have as strong normals (like Dee Jay and Dudley), Juri will generally fare better.

Juri has several moves that are quick enough to throw out without fear of an opponent easily reacting, even when they whiff. Standing MP from start to finish is only 20 frames long while standing MK is 23 frames. Your opponent will not be able to whiff punish either if they are worried about more than this. Juri's crouching MK has fantastic reach for a low and goes under many attacks. Juri's crouching HK extends a bit further than her MK, but it is much easier to whiff punish. Against a character with a fast Ultra (like Ibuki or Cody), it can be highly unsafe on block as well. Standing HK is Juri's furthest reaching poke, and it is considered off the ground for a good portion of the duration; if you are counter poked, there is a good chance of getting an aerial recovery rather than receiving a ground combo. If you see your opponent cancel an attack into a special as you are recovering in the air, you can wait until you land and then punish accordingly. If you land a crouching HK from slightly closer than max range, you get a cross-up setup similar to after Juri's back throw, though you must manually time it.

In the event you have gotten your opponent to whiff an attack, you should attempt to punish with standing MP or crouching MK and then cancel into ↻ + HK. Which to use largely depends on what attack you're trying to whiff punish. Against an opponent who whiffs an attack that is wider at shoulder level (such as Fei Long's Rekka Ken), standing MP is more likely to connect. Against most low attacks (such as Ryu's sweep), crouching MK is the clear choice. If you have meter and are wanting to deal additional damage, you can cancel Senpusha into a forward dash, a Red Focus Attack, or a Super, as seen in Combos III, IV, and VI. If your opponent is just out of range of crouching MK, a crouching HK will work well as a whiff punish. The hard knockdown time gives you time to store a Fuhajin, set up an ambiguous cross-up, or go for an instant overhead.

If your opponent is continually keeping you at bay with long-range pokes, you can attempt to go around them (if they're sufficiently high or low). Crouching MK and HK both lower Juri very close to the ground and can get her under normals like Balrog and Guile's standing HP. Against attacks like Ryu's crouching MK, Juri can use a well-timed standing MK. Slightly taller opponents like Rufus or Gouken can be hit with standing HK, as it goes over sweeps or other low attacks. Once you have given your opponent enough reasons to stop throwing out pokes, you can use this opportunity to move forward and sneak in a kara throw.

Juri's Fuhajin is less useful at mid-range, due to requiring you to store it initially. Since the attack from the Fuhajin Store does not last very long, characters like Blanka, E. Honda, and M. Bison can easily punish a Fuhajin Store on reaction. The EX versions are all quite fast and do not require charge, so if you can afford the meter, they are fast enough to use and will buy you enough time to store a normal Fuhajin when they are blocked. If you already have a projectile stored, it is generally safe to release it, though some characters like Chun-Li, Dudley, and Ibuki have Ultras fast enough to punish Juri's projectile release (when the opponent is focused on it). Even as far away as max range, crouching MK ▷ LK Fuhajin Release is a block string. If your opponent is near a corner, you can hit confirm this and go into Combo V.

When your opponent decides to jump at you in footsies range, you can anti-air them most consistently with crouching MP or crouching HP (with the added bonus of being able to cancel into Fuhajin Store and safely retain a projectile for use later). If your opponent is jumping in from a bit further, standing MP and the occasional standing HP work well. Against an opponent that can change trajectory with dive kicks, standing LP, MP, and MK all work well at covering likely angles in front of you. These three moves are fast and oftentimes recover quickly enough to protect Juri from a dive kick intended to bait out a slower anti-air. If your opponent is jumping in directly on top of you and you don't think that you can beat the attack or avoid it, EX Kasatushi is active immediately and will allow you to avoid allowing your opponent to use close-up pressure. EX Senpusha is invincible until active and has a large hitbox behind Juri, so it works for jumps when you don't quite know which side your opponent is going to land on. As with long range, a preemptively stored HK Fuhajin can lead to a damaging combo followed by a knockdown. Neutral jumping HK has an excellent hitbox, and diagonal jumping MP leads to a variety of combos (see Combo VII).

If you are losing at mid-range, it is sometimes best to cut your losses and change your game plan. When you simply can't open up your opponent, you can either go in to close range or out to far range. If your opponent is looking to beat you on the ground, they may not be focusing too much on stopping you from jumping in with an attack. Likewise, it is often safe to simply jump back and return to a long-distance battle.

CLOSE RANGE

From up close, Juri has excellent pressure and a scary throw range. She can open opponents up by relying on her kara throw combined with her ability to frame trap and punish an opponent for teching throw attempts. Juri fares much better against opponents after they are cornered, so it's always worthwhile to push an opponent to the corner. With only two forward throws, you will have pushed your opponent all the way to the corner and can then make better use of offensive setups in order to scare your opponent into opening up.

Between Juri's chainable crouching LK and her close LP, you can easily hit confirm and go into Combo I or II and score a knockdown. Juri's slow walk speed matters much less up close than it does in mid-range; it is slightly harder to maintain pressure up close as you push yourself out. Pay attention to times when your opponent is blocking and afraid of your frame traps, and use this time to walk up a bit in order to stay on your opponent.

Juri's far MP, when used as a kara throw, will allow you to take a reasonable step forward as she throws, allowing you to reach your opponent from outside their throw range. Once your opponent is cornered, Juri's throw becomes more threatening due to her safe jump setups afterward.

Close HP is off the ground from the 2nd frame and crushes low attacks. If your opponent is crouch teching, you can use that as an opportunity to get free damage. Due to the late cancel window provided by close HP, you can hit confirm before canceling into EX Senpusha or Fuhajin Store for a simple juggle combo. Storing a Fuhajin is safe on block and can be used. You can also punish throw tech attempts from slightly further out by using a LK Shikusen from its lowest elevation. Unlike Cammy's EX Cannon Strike, there is a minimum height requirement for Shikusen. You can input the ↺ motion before or after jumping up forward and rely on the buffer or just make sure that you input the directions quickly enough after inputting the jump. If you have meter to burn, using EX Shikusen is better. When used low to the ground for this purpose, you will almost always end up with some amount of advantage rather than be at a slight disadvantage if your opponent blocked. You can hit confirm off of a dive kick and use the same juggle options as found in Combo X.

Once your foe is cornered, Juri's offense becomes much more frightening. Fuhajin Release moves Juri slightly forward and can lead to guaranteed pressure due to its advantage of +4 on block. Close MP is active on the 3rd frame and doesn't push Juri back. You can reliably use close MP ▷ Fuhajin Release and follow it with a crouching LK, a standing LP, a throw, or perhaps spend meter to gain more chip damage. If you manage to throw your opponent while in the corner, you can use a safe jump and follow it up with a fuzzy guard setup for a high/low mix-up that is too fast to react to. After making your opponent block a diagonal jumping HK, go low with crouching LK, jump forward again, and do an instant overhead HP, or use combo X. Ambiguous mix up jumping HP works on Abel, Adon, Balrog, C. Viper, Cody, Dan, Dee Jay, Dudley, E. Honda, Gen, Gouken, Guile, Guy, Hakan, Hugo, M. Bison, Poison, Rose, Sagat, Seth, T. Hawk, Vega, and Zangief.

When an opponent is on offense and right on top of Juri, EX Senpusha is a reliable reversal, though it's a bit on the slow side. Due to the change in *USFIV*, it no longer pushes opponents backward but now draws them in, so opponents will most likely always punish you on block. EX Senpusha can be focus cancelled on the first two hits, but there is minimal hit-stop on the move so you cannot hit confirm before deciding to focus cancel or not. EX Senpusha is also projectile invincible from beginning to end, allowing Juri to occasionally completely avoid pressure from moves like Decapre's Psycho Stream, Dhalsim's Yoga Catastrophe, C. Viper's Burn Kicks, or Rose's Soul Satellite. Close MK is throw invincible on the first frame and off the ground for the next two. Unlike in previous versions of *SFIV*, it is no longer off the ground from the first frame, meaning Juri won't get an aerial recovery if it's done on reversal when an attack is meaty. It still works well for punishing throw attempts and can be cancelled on the first or second hit into Fuhajin Store to become safer on block. EX Kasatushi allows you to escape your opponent's pressure while traveling in one of several directions: neutral jumping with HK, doing a crossover attempt with neutral jumping HK from an angled counter, using HK Shikusen at the peak of your jump to traverse the majority of the screen, or simply dashing forward or back away from your opponent. Individually, an opponent can easily punish any of these, but altogether, you'll likely be safe (unless your opponent makes a correct read). Juri's crouching MK assumes a low profile, allowing her to go underneath many attacks. This helps her against characters with setups such as Ryu or Akuma's crossover Tatsumaki, C. Viper's Burn Kicks, or Sagat's Tiger Knees. You can dodge the attack and at least not have to deal with some left/right guessing games and occasionally get to punish your opponent afterward.

Combos

I. CR. LK ▷ CL. LP, ST. MP ▷ ↻ + HK

212 damage, 290 stun

Juri's low hitting bread-and-butter requires you to be close to your target in order to get close LP. Standing LP will also work against all characters standing; however, it goes over most characters who are crouching. Close LP will whiff against crouching Elena, even with the expanded hitbox, so it is best to rely on close LK. You can link standing MP; however, there is one less frame of advantage on hit, turning a 2-frame link into a 1-frame link.

II. CR. LK ▷ CR. LK, CR. LK ▷ ↻ + MK

128 damage, 231 stun

Crouching LK does not have enough hitstun to combo into HK Senpusha, so you'll have to use the MK or EX versions if you want a knockdown.

III. CR. MK ▷ ↻ + HK, FADC, CL. MP ▷ ↻ + HK

264 damage, 340 stun

Juri's crouching MK has exceptional range and good speed, allowing you to turn a whiff punish into moderately strong damage with a knockdown that pushes opponents back approximately half of the stage. LK Senpusha can be used for additional damage, though it has less frame advantage. Against attacks such as Fei Long's Rekka Ken or Balrog's standing HP, using crouching MK will occasionally whiff; you will have more success starting a combo with Juri's standing MP.

IV. CR. MK ▷ ↻ + LK, EX Red Focus Attack, forward dash, ↻ ↻ + K K K

461 damage, 250 stun

Similar to Combo III, you can easily turn a single poke or whiff punish into a high damage combo ending in Ultra II.

V. CR. MK ▷ LK Fuhajin Release, ST. MP ▷ ↻ + HK

256 damage, 340 stun
CR. MK ▷ LK Fuhajin Release, CR. HK
182 damage, 230 stun

Fuhajin Release combos work on every character in a corner; mid-screen, they are character specific. If your opponent is standing, you can link a crouching MK on Akuma, Blanka, C. Viper, Cammy, Chun-Li, Dan, Decapre, Dhalsim, Dudley, E. Honda, Elena, Evil Ryu, Gouken, Hakan, Hugo, Ken, M. Bison, Oni, Rufus, Ryu, T. Hawk, Yun, and Zangief. Crouching HK works on every character standing, except Vega, who can only be hit with a standing MP after LK Fuhajin Release. If you hit your opponent while crouching, MK works on everyone except Decapre, Dudley, and Elena; crouching HK works on everybody.

VI. CR. MK ▷ ↻ + LK ▷ ↻ ↻ + MK

416 damage, 140 stun

A simple combo into Super. The MK version of Juri's Super is used as she moves forward, ensuring you will be close to your opponent. If your opponent is cornered, you must use the HK version or your opponent will fall out halfway through.

VII. Air-to-air angled jumping MP, juggle with either:

Angled jumping MP, CR. HK
172 damage, 180 stun
Angled jumping MP, CL. HP ▷ ↻ + LK
215 damage, 295 stun
Angled jumping MP ▷ ↻ + HK ▷ HK ▷ HK
208 damage, 222 stun
Angled jumping MP, ↻ ↻ + K K K
442 damage, 100 stun

To land two jumping MP, Juri must hit the first MP as she is rising. If your opponent is too low, you can forgo the second jumping MP and go straight to the combo ender.

VIII. During Feng Shui Engine, CR. LK ▷ CR. MP ▷ CL. MK ▷ CL. HK ▷ ↻ + HK

254 damage, 0 stun
CR. LK ▷ CR. MP ▷ CL. MK ▷ CR. HK
205 damage, 0 stun

Juri has a multitude of combos enabled by her Feng Shui Engine. The first is a relatively high damage combo ending in a knockdown by a Senpusha. The second version ends with a sweep that can be cancelled into a Fuhajin Store to pressure your rising opponent or to extend a combo on hit.

IX. CL. MP ▷ ↻ + LK, ↻ ↻ release K K K

451 damage, 150 stun

If you let go of the kick button on its own, you will release the Fuhajin you just stored. In order to successfully combo into Ultra II after a Fuhajin Store, you must press the other two kick buttons after pressing the first, then buffer the Ultra and release K K K as you recovery from Fuhajin.

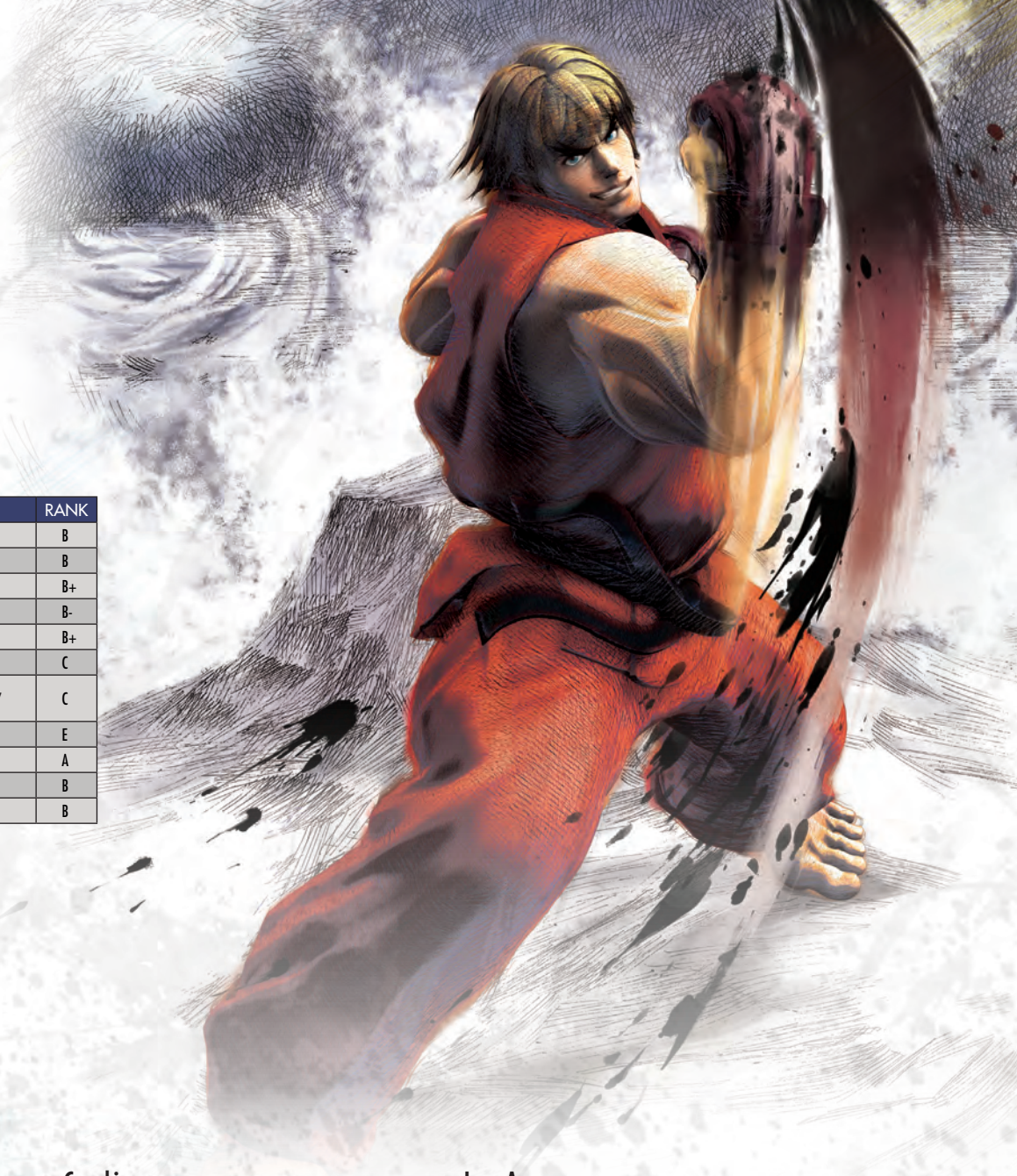
X. Jump back MP ▷ ↻ + LK, then juggle with either:

↻ + LK
130 damage, 140 stun
↻ ↻ + LK
386 damage, 208 stun
↻ ↻ + K K K
421 damage, 100 stun

During Feng Shui Engine, you can also juggle with close MP or close HP after Shikusen and go for a left/right mix-up afterward. Off of an ambiguous mix-up instant overhead, jump back MP works on Abel, C. Viper, Dee Jay, Dudley, Gen, Gouken, Hugo, Juri, Poison, Rose, Sagat, Seth, T. Hawk, Vega, Zangief.

KEN

First appearance: *Street Fighter* (1987)



Data

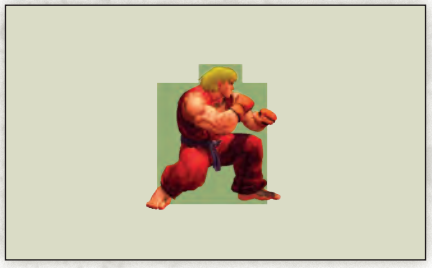
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	1000	B
Forward Walk Distance Per Frame	0.046	B+
Backward Walk Distance Per Frame	0.0345	B-
Dash Duration in Frames	18	B+
Dash Distance	1.1	C
Backdash Duration in Frames	8 invincible, 10 airborne, 9 recovery (27 total)	C
Backdash Distance	0.75	E
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.925	B

W Ultra Damage: 75%

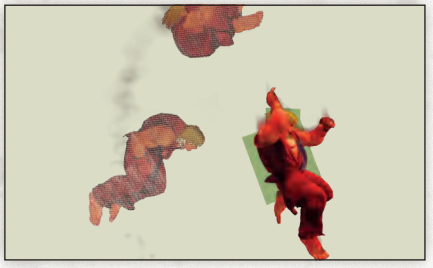
Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	18
ON HIT	-2
ON BLOCK	-7
CANCEL	SP, SU, TC

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	6
ACTIVE	3
RECOVERY	19
ON HIT	+1
ON BLOCK	-4
CANCEL	SP, SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	12
ON HIT	+7
ON BLOCK	-1
CANCEL	SP, SU

NOTES Forces standing

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	21
ON HIT	-2
ON BLOCK	-6
CANCEL	SP, SU

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	5
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	3
RECOVERY	16
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+1
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	11
ACTIVE	3
RECOVERY	18
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	5
RECOVERY	22
ON HIT	-4
ON BLOCK	-9
CANCEL	SP, SU

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	4
RECOVERY	7
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	4
ACTIVE	2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	20
ON HIT	—
ON BLOCK	-8
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	7
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	7
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~16f lower body projectile invincible

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincible

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	7
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincible

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

NORMAL THROWS

Ken's front Shoulder Throw tosses the opponent just on the ground near his feet, while his Hell Wheel back throw causes Ken and his victim to roll toward the corner behind him. Front throw is much, much more important because of Ken's kara-canceling ability. Plink LP + LK one frame after starting either → + MK or → + HK and Ken will warp forward slightly before going for the throw. Veterans of *Street Fighter III* will remember the mayhem this opens up for Ken's close-range game. As just the most basic example of the way this enhances Ken's tick-throw game to a degree many characters simply can't match, an opponent who blocks three chained crouching LK kicks from Ken (which leave Ken at +/- 0) is pushed too far away to retaliate with their own throw, but they're still close enough to be vulnerable to an immediate Ken kara throw.

After front throw, there are several setups you can do that will beat most reversal attempts on wakeup. You can immediately whiff another throw while holding ↓ to neutral jump immediately after, then fall with neutral jumping MK while holding ← . Even 3-frame reversals like Ken's own HP Shoryuken will whiff against this tactic. For an ambiguous forward jump setup, step backwards slightly after a front throw, then whiff standing LP while holding ↙ to jump immediately afterwards. Come down from the front with jump-in HP, or from the back with cross-up MK or air LK Tatsumaki Senpukyaku.

The range increase on a kara throw is slightly longer from → + MK ~ LP + LK than from → + HK ~ LP + LK. The choice of which one to use can also depend on which you'd rather get when you mess up the kara throw. Step Kick is much safer to get in error, while Thunder Kick has much longer startup, which opens the door to a quick opponent counter-hitting or punishing you. Thunder Kick is an overhead, however, and it can be faked if you just hold HK as a part of your usual kara throw motion. Your kara-throw attempt can become a Thunder Kick feint, after which you can go for CR. LK, throw, or just block and see how the opponent reacts to the sudden movement. Save Ken's Hell Wheel back throw for when you're cornered and want to swap positions with your opponent.



Shoulder Throw LP + LK

DAMAGE	120
STUN	80
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.923

Hell Wheel ← + LP + LK

DAMAGE	130
STUN	80
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.923

FOCUS ATTACKS

Ken's Focus Attack isn't noteworthy for its speed or range. Scoring a Focus crumple is the easiest way to insure the full animation on Ken's Ultras, but you won't have much success fishing for level 2 Focus hits against good players. Ken's 3-frame HP Shoryuken and CR.LK give him threatening options after Focus dashing up close, hoping to absorb a close-range attack and create an opening. One thing holding Ken's Focus Attack back slightly from being as useful as a poke itself is its lackluster range. You can get around this somewhat by kara-canceling into Ken's Focus Attack. This is done by holding → and pressing MK~MP. Then hold or release the buttons to end the Focus as you like. Not only does this allow you to gain some extra range on your Focus Attack, but you can use this to kara dash for a little extra range. Just start your Focus Attack with → + MK~MP and immediately tap → again. Ken crosses the screen in four normal dashes, but only three kara-Focus dashes. The new Red Focus Attack doesn't change Ken's overall gameplan, but it does give him one extra avenue to confirmable, high-damage combos by canceling the first hit of a confirmed HP Shoryuken into EX Red Focus. See Combo XIII.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+12
ACTIVE	2
RECOVERY	42
ON HIT	-28 (-2)
ON BLOCK	-28 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	18+12
ACTIVE	2
RECOVERY	42
ON HIT	–
ON BLOCK	-22 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	68
ACTIVE	2
RECOVERY	42
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+12
ACTIVE	2
RECOVERY	42
ON HIT	-28 (-2)
ON BLOCK	-28 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	150
STARTUP	18+12
ACTIVE	2
RECOVERY	42
ON HIT	–
ON BLOCK	-22 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	68
ACTIVE	2
RECOVERY	42
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Inazuma Kick ← + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	15
ACTIVE	2
RECOVERY	17
ON HIT	-2
ON BLOCK	-5
CANCEL	–

NOTES –

Forward Step Kick → + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	11
ACTIVE	5
RECOVERY	11
ON HIT	+1
ON BLOCK	-2
CANCEL	–

NOTES –

Thunder Kick → + HK



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	150
STARTUP	21
ACTIVE	2
RECOVERY	20
ON HIT	-1
ON BLOCK	+0
CANCEL	–

NOTES –

Step Kick: This is Ken's long-range poke from about a jump away, which allows him to bulldog inside from mid-range. Try to hit with just the tip of it. Ken is left at -2 on block, but against most characters this isn't a huge deal. If → + MK scores a counter hit and moves Ken close enough to the opposing character, you can link afterwards to start a combo (see Combo VIII). This move is generally off-limits against grapplers, since they can usually take a free command throw for blocking it.

Against non-grapplers, this -2 disadvantage on block can actually be beneficial bait. Everyone knows they have small frame advantage after blocking Ken's → + MK, but most players know this only matters if he kicked deeply into their body, leaving him point-blank. A disadvantage of -2 isn't enough to guarantee anything to non-grapplers (and to characters like Chun-Li and Decapre, who have 2-frame Supers), but it is enough to tempt them, so they might go for a throw or a 3-4 frame normal move… either of which will be counter hit if you come out of → + MK recovery with HP Shoryuken, thanks to its invulnerable period. Using HP SRK aggressively from mild disadvantage is the main way you'll score counter hits with it. And counter-hitting with HP SRK can lead (via FADC) to a full-animation Ultra I for tons of damage. (See Combo XI.)

Thunder Kick: This is an overhead attack with forward movement built in, basically a slower, high-hitting counterpoint to → + MK. Compared to other options, startup is quite slow, but in *USFIV* Ken is finally safe when this move is blocked. Interestingly, this move can be faked: after pressing → + HK, simply hold HK. Ken will advance and lift his knee aggressively but he won't actually kick. He recovers quickly, without attacking. If you've trained the enemy to block → + MK and → + HK often, they may be lulled into giving you a free throw or CR.LK opportunity after you get close with faked → + HK. Faking → + HK and following up with an immediate kara throw lets you score grabs from a shocking distance.

Both Step Kick and Thunder Kick are crucial to advanced Ken play in ways beyond poking. The forward motion of these moves makes them ideal candidates for kara canceling. Technically, you can kara cancel them into many moves, but the most useful are normal throw and Shoryuken. It's less important, but still possible, to use these unique attacks to kara cancel into forward dash, Focus Attack, Hadoken, and Ken's Super Combo.

Feint Kick Hold ↷ + HK



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	24
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Target Combo MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	18
ON HIT	-2
ON BLOCK	-7
CANCEL	SP,SU,TC

NOTES –

Target Combo MP ▷ HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	6
ACTIVE	3
RECOVERY	24
ON HIT	-4
ON BLOCK	-9
CANCEL	–

NOTES Forces standing

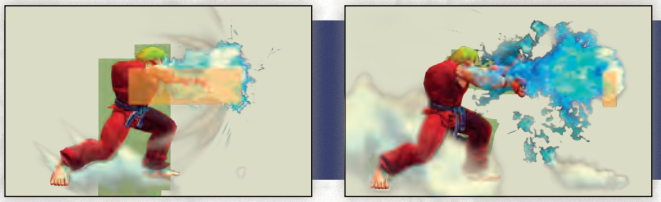
Inazuma Kick: Ken's close-range overhead. A little faster and less risky on startup than ↷ + HK, but with less reach. Inazuma Kick also isn't safe on block. This move can be used to score "free" hits here and there. From the range where the opponent has to worry about Ken's kara throw and his crouching LK and MK.

Target Combo: Ken's Street Fighter III target combo. This can be used to hit-check up close. The second hit is finicky, however. While it forces crouching victims to stand, setting them up for a potential combo into Tatsumaki, it also may whiff outside of point-blank range against some crouching characters. In punish situations, it's better to start a combo with just close standing HK, and when fishing for a hit, there are many options that leave Ken at a far better frame situation when blocked.

The chain into HP can be delayed quite a bit, so if you expect the opponent to block close standing MP, delay HP to give them a chance to stick out something that HP will counter hit. Another good use for this is as an easy hit-check when your Super Gauge is full. Up close, perform CL.MP ▷ HP and wait for the result. On hit, cancel HP into HP Shoryureppa. If you have trouble either verifying within two hits or performing the Super cancel, insert a Hadoken to make the sequence even easier: CL.MP ▷ HP ▷ ↓↘→ + P ▷ ↓↘→ + HP. If blocked, just don't perform the last button press.

SPECIAL MOVES

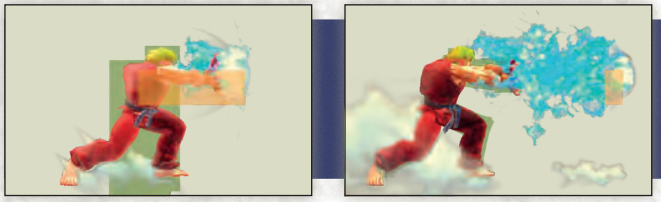
Hadoken: Compared to most projectiles, Ken's Hadoken releases less quickly, travels slower, and does less damage. The slower release means it's risky to cancel blocked normals into fireballs outside of point-blank range, as in poking with CR.MK ▷ Hadoken. This is not a true blockstring, meaning opponents can act during the gap. The slower release also means that a combo like CR.MK ▷ Hadoken won't work outside of close range; from a couple steps away, the enemy will reel from the normal hit, then be able to block or preemptively attack before the fireball actually hits them. Imagine enemy Zangief mashing out LP Spinning Piledriver, or an enemy Ken mashing out HP Shoryuken here, or almost any character's Ultra. So don't get into Ryu-like "poke-to-fireball" habits with Ken. (Or, if that's what you want to do, play another shoto instead of Ken.)



Hadoken ↓↘→ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	14
ACTIVE	–
RECOVERY	34
ON HIT	-3
ON BLOCK	-7
CANCEL	SU

NOTES –



EX Hadoken ↓↘→ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	14
ACTIVE	–
RECOVERY	30
ON HIT	+3
ON BLOCK	+0
CANCEL	SU

NOTES 1st hit juggle potential 1, 2nd hit juggle potential 2

Ken won't win projectile wars against characters who can toss them more quickly, but his Hadoken can still be used to stalemate by canceling out fireballs when you're caught up in the fireball game. When you don't have time to squeeze out a Hadoken of your own, consider either jumping straight up over incoming projectiles, simply blocking, or absorbing the projectile with a Focus dash. And, of course, having a projectile at all is great against certain characters, like E. Honda, Zangief, and Hugo.

EX Hadoken adds a little oomph and durability to a Hadoken. If you anti-air the opposing character at a high altitude with LP Shoryuken, you can juggle them before they land with EX Hadoken.



LP Shoryuken ↷ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (80)
STUN	100
STARTUP	3
ACTIVE	11
RECOVERY	18+8 ON GROUND
ON HIT	–
ON BLOCK	-19
CANCEL	SU

NOTES 1~2f invincible, 3~5f invincible to throws, 3~13f, 4~31f airborne, lower damage starting on active frame 4, puts opponent in limited juggle state

MP Shoryuken ↷ + MP

HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 60
STUN	125, 75
STARTUP	4
ACTIVE	3, 11
RECOVERY	25+14 ON GROUND
ON HIT	–
ON BLOCK	-29
CANCEL	SU

NOTES 1~6f invincible, 7~17f lower body invincibility, 8~42f airborne, puts opponent in limited juggle state, 2nd hit juggle potential 1

HP Shoryuken ↷ + HP

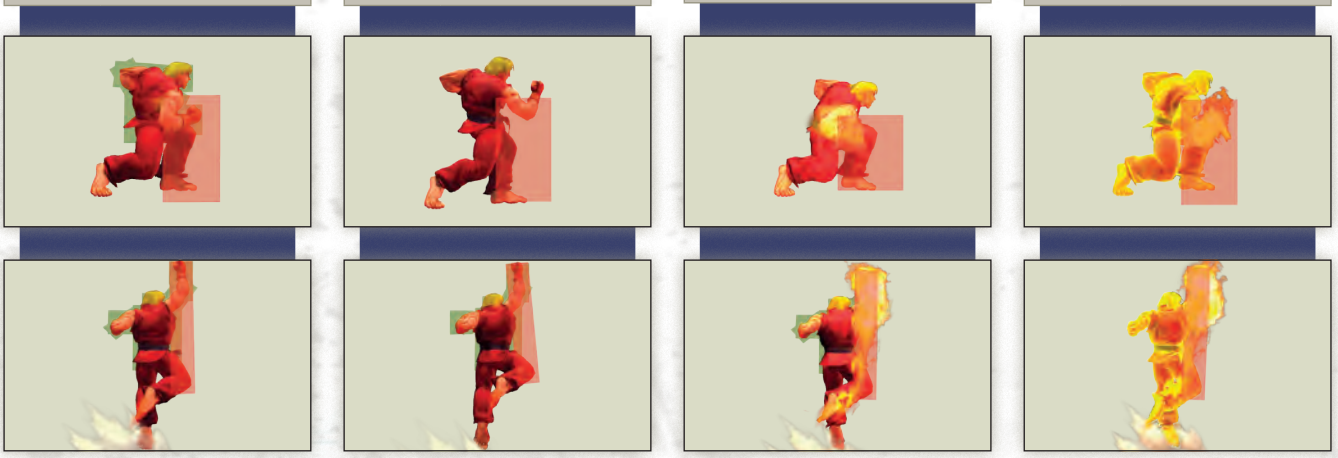
HITS	3
BLOCK LEVEL	HL
DAMAGE	70, 50, 30
STUN	100, 50, 50
STARTUP	3
ACTIVE	2, 2, 12
RECOVERY	30+9 ON GROUND
ON HIT	–
ON BLOCK	-30
CANCEL	SU

NOTES 1~4f invincible, 5~6f throw invincible, 5~18f lower body invincibility, 7~48f airborne, 2nd hit puts grounded opponent in limited juggle state, 2nd or 3rd hits put airborne opponent in limited juggle state, hits 1 and 2 put opponent into free juggle state on counter hit, 3rd hit juggle potential 1

EX Shoryuken ↷ + P P

HITS	4
BLOCK LEVEL	HL
DAMAGE	80, 30, 30, 60
STUN	100, 25, 25, 80
STARTUP	4
ACTIVE	2, 2, 2, 8
RECOVERY	45+9 ON GROUND
ON HIT	–
ON BLOCK	-41
CANCEL	SU

NOTES 1~9f invincible,10~17f lower body invincibility, 8~62f airborne, puts opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd and 4th hit juggle potential 3

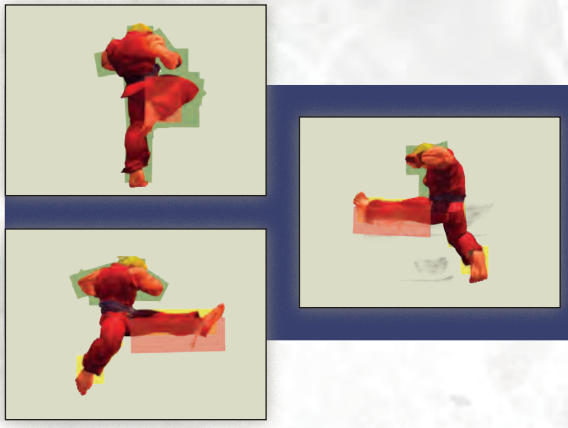


Shoryuken: Ken's version of the "Dragon Punch." LP and HP Shoryuken (often just SRK, and the source of the title for the most popular and longest-lived fighting game website) are the fastest, hitting on the 3rd frame after execution. MP and EX Shoryuken hit 1 frame slower, making them less appropriate for SRK link combos (which is fine, since that's what HP SRK is for). MP Shoryuken has the most (non-EX) invulnerability, so it is the most consistent anti-air. It has short horizontal range compared to HP SRK though, so beware whiffing right in front of an enemy. If you predict a jump-in and can catch it early, LP Shoryuken works well as an anti-air, and sets up a juggle afterwards. HP SRK's upper-body vulnerability makes it a poor anti-air choice. Ken's flaming HP dragon punch is primarily used for combos, and to fish for counter hits.

EX SRK is invulnerable all the way up and does the most damage, 200 for all four hits. Using it to maximum potential probably involves punishing bad mistakes with close standing HK canceled to EX SRK for simple, heavy damage as in Combo X. It can also serve as a must-win anti-air when you don't trust the range on MP Shoryuken.

Shoryukens can function as just about any tool you can think of. They can work as risky, high priority anti-pokes to keep the opponent honest. You may get away with using the LP version as an anti-poke, as long as you do it unpredictably. They can work as anti-air. You can whiff LP SRK to build meter from far away, or when the opponent is floored. Shoryuken can be incorporated into combos in many different ways, and finishing a combo with Shoryuken, then immediately jumping forward gives you a cross-up on the enemy's wakeup if they rise early with quick stand. And whenever you have two stocks of S.C. Gauge ready, you can threaten foes with combos and make your reversal attempts safer by Focus canceling out of Shoryuken before Ken leaves the ground.

The range of Shoryukens can be extended the same way as with Ken's throw, by canceling the first frame of → + MK or → + HK into SRK. This is done by ending the SRK motion by holding →, then plinking either MK or HK into P. For example, kara canceling Step Kick into HP Shoryuken looks like this: → ↓ ↘ → + MK ~ HP. Done properly, a Step Kick that never even animates is canceled into HP SRK… but not before Ken's already benefited from Step Kick's forward movement. Kara SRK can be used to guarantee an anti-air MP SRK won't whiff, like how Sagat's → + LK kara cancel into Tiger Uppercut is useful. (Note that you cannot kara cancel → + MK into MP Shoryuken, because → + MK ~ MP results in a kara-canceled Focus Attack. End with → + HK ~ MP when you want to kara cancel into MP SRK.) And when you're sitting on enough meter to FADC into Ultra I, you can threaten your opponent with a counter-hit-setup or "psychic" HP Shoryuken from even farther away than HP Shoryuken normally reaches. And, although it makes for harder combos, you can link kara-canceled HP Shoryuken after many of Ken's normals. This also allows HP Shoryuken to be linked from distances where it would normally whiff, like after a 3-hit chain of light attacks (see Combo II). Doing three light hits into linked HP SRK often leads to Ken sailing into the air without knocking the enemy down, but this problem disappears if you master linking kara HP Shoryuken.



LK Tatsumaki Senpukyaku ↺ + LK

HITS	3
BLOCK LEVEL	HL
DAMAGE	60, 50
STUN	70, 50
STARTUP	6
ACTIVE	1 (4) 2 (6) 2
RECOVERY	11+6 ON GROUND
ON HIT	-2
ON BLOCK	-6
CANCEL	SU

NOTES 7~20f lower body projectile invincibility, 7~31f airborne, armor break, 1st hit forces standing while later hits whiff on crouching opponents

MK Tatsumaki Senpukyaku ↺ + MK

HITS	6
BLOCK LEVEL	HL
DAMAGE	60, 30, 30, 30
STUN	50, 40, 40, 40
STARTUP	6
ACTIVE	2 (5) 2 (5) 2 (5) 1 (5) 2 (5) 2
RECOVERY	14+9 ON GROUND
ON HIT	0
ON BLOCK	-4
CANCEL	SU

NOTES 8~41f lower body projectile invincibility, 8~55f airborne, armor break, 1st hit forces standing while later hits whiff on crouching opponents, 3rd and 4th hits juggle potential 1

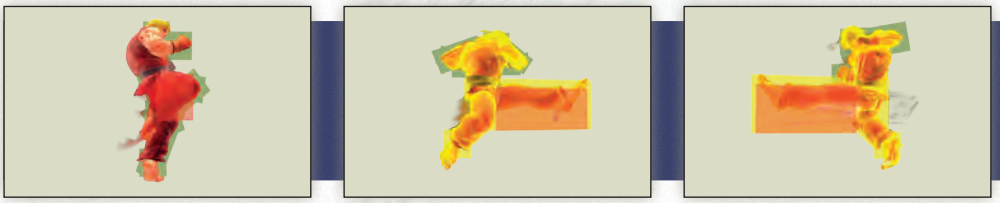
HK Tatsumaki Senpukyaku ↺ + HK

HITS	8
BLOCK LEVEL	HL
DAMAGE	60, 30X4
STUN	50, 40X4
STARTUP	6
ACTIVE	2 (6) 1 (5) 1 (5) 1 (5) 1 (5) 1 (5) 2 (4) 2
RECOVERY	12+12 ON GROUND
ON HIT	-1
ON BLOCK	-5
CANCEL	SU

NOTES 8~51f lower body projectile invincibility, 8~63f airborne, armor break, 1st hit forces standing while later hits whiff on crouching opponents, 3rd, 4th, and 5th hits juggle potential 1

EX Tatsumaki Senpukyaku

↙ + K K



HITS	5
BLOCK LEVEL	HL
DAMAGE	50, 40X4
STUN	50X5
STARTUP	6
ACTIVE	2 (4) 1 (3) 1 (4) 1 (3) 1 (3) 1 (4) 1 (3) 1
RECOVERY	9+14 ON GROUND
ON HIT	+1
ON BLOCK	-3
CANCEL	SU

NOTES 8~38f lower body projectile invincibility, 8~47f airborne, armor break, 1st hit forces standing while later hits whiff on crouching opponents, 3rd, 4th, and 5th hits juggle potential 1

Tatsumaki Senpukyaku: Ken's version of the classic "Hurricane Kick" can be used on the ground or in the air. Each version has a brief initial knee-hit hitbox that forces standing, while all spinning follow-up hits whiff over crouching opponents. Outside of point-blank range, the initial knee strike will almost always whiff, meaning you must either confirm that opponent is already standing before Tatsumaki Senpukyaku, or cancel into it from other moves that force the target to stand.

Ground Tatsus have only two non-situational applications. One is to sail over fireballs and hit fireball throwers as a surprise, since ground Tatsus pass over most ground projectiles (with some exceptions, like Sagat's High Tiger Shot and Gouken's MP Gohadoken). This is a guessing tactic which should be used very sparingly, unless you have a hard read on your opponent's intent. The other is to finish combos. Ending combos with Tatsumaki Senpukyaku leaves Ken standing right next to an upright opponent; instead of playing "okizeme," the anti-wakeup game, you'll have the opponent in position to worry about either an immediate throw, CR.LK, or a point-blank invincible Shoryuken.

When using ground Tatsus to finish combos into standing mix-ups, use MK, HK, or EX Tatsu. MK Tatsumaki Senpukyaku ends with Ken at +/-0, but it won't combo properly with combos started outside of point-blank range. HK Tatsumaki still combos from farther away, but leaves Ken at -1 on hit. EX Tatsu does the most damage, pushes the opponent farthest toward the corner, and ends with Ken at +1 on hit. Every version of ground Tatsu is extremely unsafe if blocked, or when whiffed.

Finishing a combo with Tatsumaki Senpukyaku requires a standing opponent. Combo II is an example of a hit-confirm string that gives plenty of time to verify if the opponent is standing before you finish with CR.MK ▷ Tatsu. On a crouching opponent, you can force them to stand with Combo III or Combo IV, but these combos must be performed from point-blank range.



LK Airborne Tatsumaki Senpukyaku

During jump ↙ + LK

HITS	4
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	8
ACTIVE	2 (6) 2 (6) 2 (5) 2
RECOVERY	10 ON GROUND
ON HIT	+8 MAX
ON BLOCK	+4 MAX
CANCEL	–

NOTES Causes limited juggle state against airborne opponent, 2nd hit juggle potential 1

MK Airborne Tatsumaki Senpukyaku

During jump ↙ + MK

HITS	5
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	7
ACTIVE	1 (4) 1 (4) 1 (4) 1 (4) 1
RECOVERY	10 ON GROUND
ON HIT	+8 MAX
ON BLOCK	+4 MAX
CANCEL	–

NOTES Causes limited juggle state against airborne opponent, 2nd and 3rd hit juggle potential 1

HK Airborne Tatsumaki Senpukyaku

During jump ↙ + HK

HITS	6
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	7
ACTIVE	1 (2) 1 (3) 1 (6) 1 (3) 1 (2) 1
RECOVERY	10 ON GROUND
ON HIT	+8 MAX
ON BLOCK	+4 MAX
CANCEL	–

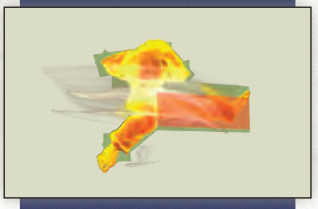
NOTES Causes limited juggle state against airborne opponent, 2nd, 3rd and 4th hit juggle potential 1

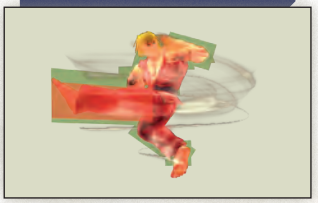
EX Airborne Tatsumaki Senpukyaku

During jump ↙ + K K

HITS	7
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	1 (2) 1 (2) 1 (2) 1 (2) 1 (2) 1 (2) 1
RECOVERY	4 ON GROUND
ON HIT	+14 MAX
ON BLOCK	+12 MAX
CANCEL	–

NOTES Causes limited juggle state against airborne opponent, all hits juggle potential 4





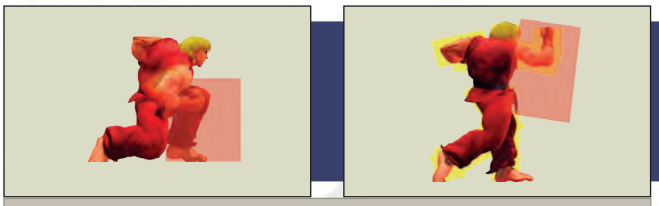
Tatsumaki Senpukyaku can also be performed in the air, which changes Ken's jump trajectory depending on when you perform it. Air Tatsus can be used to build meter, to jump-in from the front, and to cross-up. Falling right at an opponent's wakeup with an air Tatsu, especially EX, can be very difficult for them to block correctly, and it's a mix-up if you simply attack from the front with jump-in LK or HP. When air-to-ground Tatsus connect, Ken can start a combo, position depending. (See Combo IX.)

The correct place to cross-up with aerial LK Tatsu is from where jumping HP and LK will hit from the front. As with ground Tatsu, Ken spins delivering kicks to both sides alternately, so you have to time the descending special move to hit behind Ken on the way down. Perform ↙ + LK just slightly after the apex of Ken's forward jump to catch them with a cross-up during the backspin portion. With the right timing, this will even hit small crouching characters. With Airborne EX Tatsu (which they must block standing), the change to Ken's jump arc is such that you can cross-up with the attack from even further out, or descend with it ambiguously right on top of them. In Ultra Street Fighter IV, you must perform Airborne EX Hurricane Kicks on the way down from the apex of a forward jump in order to gain forward momentum. If you perform EX Hurricane Kick during a jump's ascent, Ken will now spinkick in place during his Airborne EX Tatsu like Ryu and Akuma. You can no longer do the jumping "rainbow" EX Hurricane Kicks that Ken could do in previous versions of SFIV.

That is, unless you activate the EX Tatsumaki during the first two airborne frames after prejump frames end, right at the very beginning of a forward jump. (Which is exceedingly difficult to do with any consistency; you must either input ↶ then ↙ + K K finishing between 5 to 6 frames later, or you must perform a C. Viper-like motion of ↙ ↶ cleanly, then input K K 5 to 6 frames later.) If you can manage to do that, you can still produce the old rainbow arc, which allowed Ken to travel a stupendous distance, and was useful in specialty juggles (like after early anti-air LP Shoryuken, or to extend a juggle near the corner after HP Shoryuken ▷ FADC by jumping forward with early Airborne EX Hurricane before tacking on Ultra I). Alas, these tactics are no longer viable unless you are some sort of cyborg (or you're picking an older version of Ken in Edition Select). Backwards Airborne EX Tatsumaki Senpukyaku doesn't have the new restriction during ascent, so you can still use a backwards-jumping EX "juice kick" to fly all the way across the screen. Since Ken's preferred position is right next to his opponent, this isn't a recommended use of meter. Oddly, you can kara cancel the first frame of jumping HK into Airborne EX Tatsu with a plink motion of jumping ↙ + HK~MK. Depending on where in a jump's arc you do this, this grants extra lateral arc to EX Tatsu, and can even create a hovering period before landing. During a neutral jump (like from a setup after front throw), you can perform kara-canceled Airborne EX Tatsumaki on the way down to give unexpected forward oomph to the air special where they won't expect it.

SUPER & ULTRA COMBOS

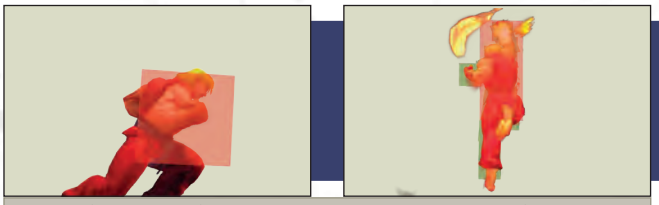
Super Combo: Shoryureppa: Ken's Super is a ground-sweeping series of uppercuts that hits in only 2 frames. Ken travels farther on successive uppercuts depending on the button you press to activate the Super, but they all hit at the same speed. The only reason to do the LP version would be if you're juggling with this Super, like after an early anti-air LP Shoryuken, or after a grounded LP/MP Shoryuken ▷ Shoryureppa. The rest of the time, you may as well do HP Shoryureppa in ground combos for the extra corner carry. If you carry the foe into the corner with Shoryureppa, you can actually juggle afterwards with Ultra I.



Shoryureppa ↓ ↓ + P

HITS	6
BLOCK LEVEL	HL
DAMAGE	40X3, 50, 100, 100
STUN	0
STARTUP	1+1
ACTIVE	2, 1, 8 (20) 1, 3, 7
RECOVERY	31+12 GROUNDED
ON HIT	–
ON BLOCK	-29

NOTES 1~3f invincible, 4f projectile invincible, 5~24f and 37~74f airborne, hits 2, 3, 5 and 6 all have juggle potential 1 and do not increase juggle count



Shinryuken ↓ ↓ + P P P

HITS	10 (17)
BLOCK LEVEL	HL
DAMAGE	60, 30X7, 45X2 (500)
STUN	0
STARTUP	0+10
ACTIVE	2, 2, 5X7, 1
RECOVERY	32+50
ON HIT	–
ON BLOCK	-100

NOTES 1~11f invincible, 14~81f airborne, hard knockdown, hits 2 and onward all have full juggle potential

Ken's meter is usually better spent on Airborne EX Tatsu, combos to EX Tatsu, and FADC tactics, so you likely won't put Shoryureppa to much use. If you start incorporating kara-canceled HP Shoryuken into your combos and close-range gameplan, you may actually want to blow meter intentionally just to avoid not having Shoryureppa stocked, since the inputs for kara SRK from a crouching state (as in Combo II) can easily trigger an errant Shoryureppa.

UCI: Shinryuken: Ken's ferocious climbing uppercut begins with a grounded invincible hit before a spiraling, flaming uppercut into the sky. If the initial invincible strike connects, Ken performs the full-damage cinematic version of the Ultra. The initial hit won't initiate the cinematic against foes in a limited juggle state, however (like after air-to-Airborne EX Tatsumaki, early anti-air LP Shoryuken, or regular-hit HP Shoryuken ▷ FADC). If the initial hit misses (or if it hits someone in limited juggle state), Shinryuken proceeds to the upward spiraling uppercut, with reduced damage based on how many total hits Ken inflicts.

You can create a free juggle state with counter-hit HP Shoryuken to juggle with the full version of the Ultra (See Combo XI), or you can use this as a very early anti-air against the opponent's jump-in. Otherwise, confirm it off a Focus crumple, whether from a Focus poke or from a combo into EX Red Focus crumple (Combo XIII). Although this has invincible startup, it's not very fast, and isn't recommended for use as a reversal, especially since Ken already has one of the game's best "all-in" reversals in HP/EX Shoryuken.

Guren Senpukyaku ↓ ↓ + K K K



HITS	17
BLOCK LEVEL	HL
DAMAGE	75, 17X9, 23, 225
STUN	0
STARTUP	0+7
ACTIVE	2 (5) 2 (3) 2 (2) 2 (2) 2 (3) 2 (2) 2 (2) 2 (3) 2 (2) 2 (3) 2 (2) 2 (3) 2 (2) 2 (2) 2 (3) 2 (2) 2 (3) 2 (2) 2 (3) 2 (2)
RECOVERY	8+42
ON HIT	–
ON BLOCK	-37

NOTES 1~8f invincible, 9~102f projectile invincible, 1st hit forces standing, further hits whiff on crouching opponent, hits 2~17 have sequential juggle potential: 2nd hit juggle potential 1, 3rd hit juggle potential 2, etc.

UCII: Guren Senpukyaku: Ken launches forward with a quick kick that forces crouching opponents to stand, followed by a series of spinning, flaming kicks that will only hit standing opponents. Ultra II is like grounded Tatsumaki Senpukyaku in that the initial hit that forces victims upright whiffs outside of close range, so it generally can't be relied upon to make itself work farther than that. You'll have to visually confirm that you're hitting a standing target before linking Guren Senpukyaku, or force them that way with close MK or crouching HP.

You can link directly into this Ultra from close LP, standing LP, and close MK, but these are all 1-frame links. (On counter hit, these are all easier thanks to the bonus hitstun frames.) You can also link this Ultra after landing Hadoken or EX Hadoken and Focus dash canceling forward (Combo VI), though this also requires extreme precision, and won't work after combos into Hadoken from mid distances. Since this Ultra is also fairly fast (for an Ultra) and moves laterally a long distance, you can also use this as a raw reaction to the opponent's whiffed pokes and moves at mid-range, as long as it's not against a low-profile attack over which the ranged part of the Ultra will whiff (like Ken's own crouching MK). Otherwise, land it after a Focus crumple (see Combo XIII for a Red Focus version), or a deep jump-in HP / HK or air Tatsu.

Ultra II is projectile invincible. This gives it most of its strength; Guren Senpukyaku is most valuable in matchups where you can wait at mid-range and react to the opponent's initial fireball animation frames with Ultra II. You can't use this from very far away against most characters, or they'll be able to block in time, and in order to catch Guile or Dee Jay from mid-range you'll have to react basically the instant the opposing character throws the projectile.

Recommended Ultra Choice: Matchup/preference dependent

Both of Ken's Ultras are simultaneously useful and somewhat difficult to land. Ken deals somewhat low damage and your playstyle should be tailored in part to maximize what you do get from any Ultra hit, so W Ultra isn't recommended. Against fireball characters and opponents dedicated to mid-range footsies, Ultra II can be good if you have solid reactions and discipline using it as a mid-range whiff/projectile punisher. It has consistent uses in combos, but these combos are all difficult to perform outside of Combo XIII, which is incredibly expensive. Ultra I is much easier to land in general since it works as an early anti-air or after any Shoryuken ▷ FADC (though the full-damage cinematic version of Ultra I can be just as hard to land as Ultra II, since it also requires either a Focus crumple or HP Shoryuken ▷ FADC, which is now incredibly risky on block). Choose your Ultra based on your preference and the opponent's character.

Overview



KEN

PROS:

- An arsenal of best-in-class 3-frame attacks at close range, like crouching LK, HP Shoryuken, and kara throw
- Great options for advancing into close range, like Forward Step Kick, Thunder Kick, and Airborne EX Tatsumaki Senpukyaku, complemented by his decent forward dash and walkspeed (improved in *USFIV*)
- Lots of good anti-airs between crouching MK, crouching HP, Shoryuken, jump-back HK, and Ultra I
- Kara canceling Forward Step Kick/Thunder Kick into Focus/specials/throws creates all sorts of advanced distance-gaining tricks
- Good options for repeated offense after knockdowns

CONS:

- Mediocre Focus Attack and a just-plain-bad backdash
- Best combos require point-blank range and/or terrific execution; constant kara canceling for top-end Ken techniques requires endurance and precision
- Apart from perfect situations, combo damage tends to be low
- Inferior zoning game because of disadvantage after blocked crouching MK and relatively slow Hadoken startup (compared to other shotos)

Of the shoto characters, Ken is the most aggressive and close-range oriented. It seems like he ended up with about half of the game's 3-frame attacks (Sakura receiving the other half), and his Super is even active in 2 frames, one of the fastest attacks in the game. The LP and HP versions of his Shoryuken are totally dominating on the ground, his crouching MK is a faster-than-average low poke, he has a selection of good overheads as counterpoint, and lots of ways to get into close-to-mid range to leverage his speed and strength. As Ken, you want to maximize your pressure at these ranges because of the nature of your kara throw. You essentially have a normal throw with Spinning Pile Driver's range, and you should act like it.

Your objective with Ken is to establish close range. Achieve this by:

- Using Hadoken at long range to control space, build meter, and advance
- Controlling mid-range with Ken's poking tools while looking for a chance to jump in, use Airborne EX Tatsumaki Senpukyaku, or Forward Step Kick
- Once close range is established, capitalizing with a kara throw or combo that leads into another chance for a close-range mix-up

KEN'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
CL. MK advantage on hit decreased from +7 to +5	Less advantage for linking moves on hit
CR. HP active frames increased from 4 to 5, recovery reduced from 23 frames to 22	Better as anti-air, less likely to be whiff punished
CR. MK damage reduced from 70 to 60	—
CR. HK damage reduced from 110 to 100, stun reduced from 200 to 100	—
⇨ + HK startup reduced from 23 frames to 21	Less time to react and block standing
LP Shoryuken damage reduced from 120 to 100, invincibility reduced from frames 1~3 to 1~2	More likely to trade
MP Shoryuken damage reduced from 80, 80 to 90, 60	—
EX Shoryuken damage reduced from 80, 60, 50, 50 to 70, 30, 30, 50	—
LK Tatsumaki Senpukyaku damage increased from 50, 40, 40, to 60, 50, 50	—
MK Tatsumaki Senpukyaku damage reduced from 60, 40x3 to 60, 30x3	—
HK Tatsumaki Senpukyaku damage reduced from 80, 50x4, to 60, 30x4	—
Super damage reduced from 400 to 370	—
Ultra I damage reduced from 548 to 440, invincibility reduced from frames 1~11 to 1~10	Slightly less likely to invincibly go through attacks

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
CL. MK advantage on hit increased from +5 to +7	Change reverted
ST. LP hitbox extended	Slightly more range
CR. MP damage increased from 60 to 70, recovery decreased from 9 frames to 8, advantage on block increased from 0 to +1, advantage on hit increased from +3 to +4	Can now be used to link CR. MK for higher damage combos
CR. MK active frames increased from 2 to 4	More likely to beat opponents attacks or catch them walking into it
CR. HK startup reduced from 8 to 7, recovery increased from 21 frames to 22, advantage on block changed from -6 to -7	Can now link after ST. LP
MP ▷ HP 2nd hit damage increased from 30 to 70	—
EX Hadoken 2nd hit juggle potential increased from 1 to 2	—
LP Shoryuken damage increased from 100 to 120, recovery increased from 6 grounded frames to 8 grounded	Opponent more likely to get a ground combo when punishing on block or whiff
Airborne EX Tatsumaki Senpukyaku no longer counts as an overhead	No longer works as a mix-up when used to slightly delay your jump attack timing against an opponent who is worried about an empty jump CR. LK
Ultra I cinematic damage increased from 440 to 500	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
↬ + HK feint duration decreased from 27 to 24	Opponent given less time to react to the feint making it easier to follow up with additional attacks such as a Shoryuken
ST. HK startup reduced from 12 frames to 11, recovery reduced from 21 frames to 18, advantage on block changed from -6 to -3, advantage on hit increased from -2 to +1	Safer on block and now advantageous on hit
CR. HK startup increased from 7 frames to 8, advantage on block changed from -7 to -6	Reverted back to *SSFIV* version, can no longer link after a ST. LP
EX Shoryuken damage increased from 70, 30, 30, 50 to 80, 30, 30, 60	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Forward walk speed increased from 0.04 to 0.046, backward walk speed increased from 0.03 to 0.0345	15% walkspeed increase, puts Ken near the fastest walkers
CR. HK startup reduced from 8 frames to 7, advantage on block reduced from -6 to -8	Can link after ST. LP again but less safe on block
↬ + HK advantage on block increased from -1 to 0	Now always safe on block
LP, MP, HP Hadoken damage increased from 60 to 70	—
EX Hadoken damage increased from 50, 40 to 50, 50	—
MP Shoryuken knocks down on first hit	No longer ever hits an outstretched limb and whiffs the second attack against a standing opponent who will punish Ken when he lands
HP Shoryuken damage increased from 70, 40, 30 to 70, 50, 30, 2nd hit FADC forward blocked advantage reduced from -3 to -5 off of 1st hit, and -1 to -7 off of 2nd hit	No longer safe after confirming a block and then Focus canceling; even less safe than LP/MP versions
LP, MP 1st hit Shoryuken FADC forward blocked advantage reduced from -1 to -5	No longer safe after confirming a block and then Focus canceling
All Airborne Tatsumaki Senpukyaku rising trajectory changed	Can't use ascending forward jump Hurricanes to escape
Ultra I non cinematic damage increased from 330 to 360	—
Ultra II movement distance of first several frames increased	Able to link after certain attacks with greater frequency
Airborne EX Tatsumaki Senpukyaku must be blocked standing	Falling Airborne EX Tatsu gains power as an overhead attack
CL. MK hitbox expanded downward	Is less prone to missing against crouching enemies and attacks



LONG RANGE

Unlike his Shotokan counterparts, Ken isn't a conventional long-range zoner. While his Hadoken is an effective tool at range, his main strengths lie at mid- and close range. Your long-range strategy with Ken should mainly consist of using LP Hadoken to cover your advancement. But, if you're ahead or even in life, you may opt to employ a zone-heavy strategy. Mix up your Hadoken versions between the three varying speeds to keep your opponents guessing or taking chip damage. Be wary though, as Ken's Hadoken has a bit more recovery than those of Ryu and Akuma, making it easier for your enemy to punish you with a jumping attack. Make sure to implement kara-canceling techniques when throwing out your fireballs this way as it boosts you forward a bit, giving the enemy slightly less time to react to your projectiles while inching you closer into mid-range. Make it a habit to use an input of ↓ + MK~P to throw out your fireballs, unless you're making a conscious decision of staying as far away as possible.

With the use of Airborne EX Tatsu, Ken can engage from an extremely long distance. At the apex of your forward jump, execute ↓ + K K to deliver a deceivingly long-ranged jump attack. In *Ultra Street Fighter IV*, Airborne EX Tatsu has to be blocked high, so you can use this tactic in conjunction with empty forward jumps to surprise your opponents. It's extremely difficult to punish these long-ranged Airborne EX Tatsu attacks on reaction, so it's usually safe to go for this aggressive maneuver if you have meter and want to get into close range.

Against projectile-based characters, you'll usually want to be the one to initiate into close combat. If you find yourself at long range, you can deflect opposing projectiles with your Hadoken. Because Ken's Hadoken has slightly longer recovery time than most other characters' fireballs, you won't be able to keep up the projectile war forever. Eventually, you'll have to either Focus absorb and forward dash through or forward jump over a shot. When you go for a Focus charge absorb into dash cancel, kara cancel Focus charge startup with → + MK~MP. This will inch you forward and immediately allow you to absorb an attack. This is important to use as Ken's Focus Attack charge animation doesn't have any built-in forward movement—you always want to inch closer to the opponent any time you can as Ken. Alternatively against projectiles you can use EX Hadoken to blow through single-hit fireballs, allowing you some freedom in your advance.

Against grapplers and turtle-based characters, like E. Honda and Zangief, you have the option of using your long-range projectiles more freely. Do so while holding your ground. You rarely want to jump back into the corner, so inch forward or stay in place while throwing out your kara-canceled Hadoken. If you are forced to jump back against an aggressive opponent, you can immediately land and perform Step Kick to keep any forward movement from your enemy in check. At farther distances, Ken doesn't have a reliable anti-air for jumping attacks (like Ryu's standing HK, for example). Instead, you can go for a low-profile attack with crouching MK against long-distance enemy jump-ins.

MID-RANGE

Ken has several of threats from mid-range, and they revolve around your MK attacks. → + MK and CR.MK can be used liberally against most opponents. Simply put, use your 4-frame crouching MK to beat out your enemy's mid-range attacks; when you've conditioned them into blocking, you can start using Forward Step Kick to get into your kara throw range. Past your crouching MK range, you can use HP Hadoken as an extension of your pokes as an alternative to Forward Step Kick. Use Hadoken in situations you want to push the enemy back safely without having to commit to getting into close range. It's also effective if you've conditioned the opponent with Step Kick enough. For instance, if your opponent is anticipating a Step Kick with a quick attack, such as a crouching MP, Hadoken will punish them and give them another option to worry about.

Against a passive opponent, you can go for a long distance-overhead with → + HK. In *Ultra Street Fighter IV*, Thunder Kick is +/-0 on block (previously, it was -1). This opens up more options for you, since Ken has multiple 3-frame attacks. With minimal risk, you can follow up Thunder Kick with either crouching LP, crouching LK, HP Shoryuken ▷ FADC, or kara throw. You can also use Thunder Kick from range on an opponent's recovery, such as after an anti-air MP Shoryuken. Thunder Kick has a built-in mix-up with Feint Kick (simply hold HK to fake the kick and get a kind of command dash). Once you've instilled the fear of Thunder Kick into your enemy, you can start using Feint Kick into either crouching LK or kara throw as a 50/50 setup at mid-range.

As with other Shotokan fighters, crouching MK ▷ Hadoken will be one of your go-to poke sequences. Use this pattern any time you're within range to apply pressure and deal chip damage, but be careful. While Ken's crouching MK is faster than Ryu's, his Hadoken is slower overall. This makes it easier for the opponent to use an invincible reversal in between crouching MK and Hadoken (since it's never a true blockstring) to punish you. Take this into consideration and try not to be too predictable with this attack string; use the tip of crouching MK on its own to bait out your opponent's reversal.

When engaging into a footsie game, you have a few options available for whiff-punishing. At farther ranges, you can use Forward Step Kick to punish whiffed attacks that have a long recovery (like Akuma's crouching HK). In *Ultra Street Fighter IV*, Ken's crouching HK is slightly faster, making it easier to score a hard knockdown in the neutral game. You can easily follow up max-range crouching HK with a cross-up Airborne Tatsu setup. Of course, crouching MK will be your most accessible whiff punish, with its decent range and quick startup. If the opponent is hit crouching, you won't be able to link any special moves from it; however, if the opponent whiffs a standing move, you can punish with crouching MK ▷ EX Tatsu.

From mid-range, you can go for a cross-up attempt off of a forward jumping Airborne Tatsu (or EX Tatsu). Time your Air Tatsu so that your trajectory launches you forward and behind your opponent while hitting the enemy's head with your rear-spinning hitbox. Airborne EX Tatsu is much easier to time since it revolves much faster. It's also easier to link into a combo from; at certain distances, you can even link straight into Ultra I or Ultra II upon landing. You can also bait out unsafe anti-air reversals using this cross-up Tatsu technique if you can space your jump properly. For example, if you forward jump on Ryu's HP Shoryuken area, you can bait it out by using Airborne EX Tatsu to boost yourself over the anti-air. This will usually result in a full combo punish as the opponent whiffs their anti-air.

Once you've established a solid ground game at mid-range, your opponent may become flustered and attempt to jump in on you. If you can bait out these jumps, reply with MP Shoryuken accordingly. Against jump-ins that may cross you up, you can use crouching HP to deny the opponent's aerial attack. For more damage, you can use EX Shoryuken or Shinryuken (provided you have enough time to execute it early enough).

CLOSE RANGE

Thanks to the plethora of 3-frame attacks Ken has access to, your desired range is up close. These quick light attacks combined with his long-range kara throw make his close-range game exceptional.

At point-blank range, go for Combo I or Combo II any time you want to check your opponent's defense. If you force your opponent into heavy block stun (off of a blocked jumping HK, for instance), go for a crouching LK to keep them blocking low. On hit, you can easily link HP Shoryuken. On block, you can either keep up pressure with more light attacks, or you can go for a kara throw. If you suspect your opponent is expecting your kara throw, mix it up and go for a delayed crouching MK instead. You're likely to score a counter hit with your 4-frame crouching MK in these situations. Otherwise, your crouching MK will hit standing throw tech attempts.

When you do land a kara throw, there are a couple of follow-up options to consider. You can go for an ambiguous jump-in attack attempt using forward jump HP or forward jump MK. Depending on your spacing and timing, you can create a mix-up that's difficult to block. The further you are and the later you jump, the more likely you are to connect with an attack from the front. Keep this in mind and alter your timing to make your cross-up or non-cross-up attacks as ambiguous as possible. Alternatively, you can create a large distance after a forward throw by backing up further and then tricking the opponent with a cross-up Airborne EX Tatsu.

If you want to keep ground pressure instead (in order to stay on the same side or keep your opponent in the corner), you can use meaty Forward Step Kick on the opponent's wakeup to set up a counter-hit or throw mix-up afterwards. Blocked Step Kick into EX Shoryuken ▷ FADC is an effective strategy if you have the three bars to spend on it. Otherwise, follow up with either a kara throw attempt or crouching LK.

Outside of crouching LK and crouching LP range, you still have options your opponent has to be worried about; namely, your kara throw and ⟲ + MK overhead. Use these to open up defensive opponents from close-to-mid range, and then start using crouching MK instead if you've conditioned the opponent to block high. If you're on defense at close range, you have numerous options to deflect an aggressive opponent's attacks. With a 3-frame crouching attack, you can use an option select input of CR.LP + LK to fend off throw attempts while potentially linking into a combo if you counter hit your opponent with crouching LK. If you can make a good read, you can use LP Shoryuken to counter most ground-based offense. While it is a risk, Ken's LP Shoryuken recovers relatively quickly compared to Akuma's and Ryu's LP Shoryuken. Assess your opponent's punish options—some characters won't be able to land an optimal combo on you because of how quick you recover. For example, M. Bison requires a charge to score his more damaging combos; if he walks up to you and blocks LP Shoryuken, he most likely won't be able to land much more than a throw.

Combos

I. CR. LK ▷ CR. LP, then link either:

⟲ + HP
170 damage, 260 stun
⟲ + HP (2 hits) ▷ FADC forward, ⟲⟲ + P P P
326 damage, 220 stun
On standing opponent, ST.LP, CR. HK
136 damage, 210 stun
On standing opponent, CR.MK ▷ ⟲ + HP ▷ FADC forward, ⟲⟲ + K K K
391 damage, 250 stun

Every true shoto character is capable of hit-checking with chained light attacks and linking a Dragon Punch. Because of how finicky his combos are outside of point-blank range, Ken is more reliant on this most basic shoto combo than the other Shotokan fighters. Hit-checking with three light attacks gives you more time to confirm the hits but often pushes Ken too far for HP Shoryuken to link correctly, especially against small and/or crouching characters. The SRK's second and third hits (the ones that actually knock the opponent down) may whiff, leaving Ken totally vulnerable. Combos into Tatsu are useful substitutes, but they require either that the opponent be standing already, or that you use a difficult link to CR. HP to force them standing, and that link whiffs outside of point-blank range just like HP SRK does.

Meanwhile, two chained light attacks linked into HP SRK always works (as long as you're not hitting the first CR.LK from the tip). It's also easy to upgrade: with one spare stock of S.C. Gauge, you can link EX Shoryuken instead of the HP version for 210 damage. (Note that this does make the link 1 frame tighter, though.) And with full S.C. Gauge, you can cancel the first hit of HP SRK into Ken's Super for 346 damage.

Perform the opening crouching LK as CR. LP + LK to crouch tech for insurance against early throw attempts. Against opponents who backdash to avoid your opening poke, input crouching LP as CR. LP + HK. If they backdash through your crouching LK, crouching LP is replaced by a sweep. When you confirm that the opening light attacks hit, link into HP Shoryuken immediately after the jab recovers. For an immediate cross-up jump-in against opponents who quick stand, hold ↷ to jump just when Shoryuken recovers. Cross-up with LK, MK, or LK Tatsu, or do nothing to empty jump into another Combo I attempt. To hit from the front, take a slight step backwards immediately after Shoryuken recovers, then jump forward.

With two bars of meter to FADC, any confirmed hit into HP Shoryuken can lead to Ultra I, but this is a poor place for it because of the damage scaling after opening with chained light attacks. Still, if the damage will seal the match, go for it.

Against a standing foe, two opening hits can also be linked into standing (or close standing) LP, then linked into crouching HK for a hard knockdown. (Ken's crouching HK is one frame faster now in *USFIV*, allowing this old link from *SSFIV* again; plink it for consistency.) Also on a standing opponent, you can link into crouching MK ▷ HP Hadoken, then FADC cancel the fireball and dash forward into immediate Ultra II.

II. CR. LK ▷ CR. LK ▷ CR. LP (or ST. LP on standing foes) then link either:

↷ ↑ ↶ ↷ + MK~HP
169 damage, 280 stun
↷ ↑ ↶ ↷ + MK~HP **(2 hits)** ▷ **FADC forward,** ↓↓ + P P P
309 damage, 245 stun
Standing opponent, CR. MK ▷ ↺ + HK
160 damage, 282 stun
Standing opponent, CR. MK ▷ ↺ + K K
202 damage, 330 stun

This is a better opener than Combo I, since it starts with two chained low hits. This stops the enemy from mashing on backdash or backwards jump to get away; they'll just stand up and eat the second hit, which will chain into the third. Perform the first hit as a CR. LP + LK crouch tech, and the second hit as an anti-backdash option select with CR. LK + HK. If you confirm that they're standing, use ST. LP for the third hit to make the following link 1 frame easier. On standing opponents, you can then link after ST. LP into sweep for a hard knockdown, as in Combo I, or into CR. MK ▷ HK/EX Tatsumaki. Ending the combo with Tatsumaki Senpukyaku pushes your foe toward the corner and leads to an immediate point-blank situation. Use EX Tatsu when damage, corner push, and safety are desired.

Using this string to its full potential requires mastering Ken's kara-canceled HP Shoryuken. Kara-canceled SRK will always work after a three-hit hit-check, even on a crouching character that is relatively far away. A regular SRK will usually whiff in these situations, so don't use the kara-SRK variations of this combo unless you're sure of your execution. Linking kara HP Shoryuken after standing LP is unforgiving enough; linking it after crouching LP requires perfection in execution. Buffer ↷ ↑ ↶ during recovery of the third light attack, then arrive at ↷ + MK~HP just as Ken recovers. On hit, if desired, Focus cancel the second hit of HP SRK and dash before juggling with Ultra I, but only do this if it'll end the round since the damage scaling on the Ultra will be so bad. Otherwise, threaten afterwards with an immediate cross-up/fake cross-up or meaty grounded attack on wakeup as usual. If your three-hit opener is blocked, you'll still be in range to kara throw or follow up with Ken's many other mid and close range options.

III. CR. LP, CR. HP then cancel into either:

↓ + HP ▷ **FADC forward, CR.** HK
256 damage, 400 stun
↓ + HP ▷ **FADC forward,** ↓↓ + K K K
479 damage, 330 stun
↯ + HP
250 damage, 410 stun
↺ + K K
298 damage, 450 stun

Crouching LP to crouching HP is a 1-frame link. (Standing LP can be substituted for crouching LP to make this 1 frame easier, though this whiffs over the head of many crouching characters). Plink CR. HP with MP or LP (or both, one after the other) to help consistency. This combo must be started from point-blank range or crouching HP may whiff. On some characters, you can begin with CR. LK for a low hit before chaining into crouching LP, but unless Ken is pushed very deep into their character this may cause crouching HP to whiff. Go for this after a deep frontal jump-in or a cross-up right on top of them, with Ken pressed against their center. Because it opens with a crouching LP into a tight link, this opening will counter-hit players who mash on non-invincible reversals or early crouch techs.

If you're using this for counter-hit fishing specifically, cancel crouching HP into Hadoken. On block, do nothing. On hit, you have time to confirm and Focus Attack dash cancel the Hadoken. From here, you can link sweep for a hard knockdown, or Ultra II for big damage. Linking Ultra II after Hadoken ▷ FADC requires perfect timing; the fastest possible EX Focus cancel from Hadoken, the fastest possible dash cancel from Focus charge, and immediate Ultra II after dash recovery. The timing is slightly easier if you use EX Hadoken, though the efficiency of the combo diminishes. If you're using this as a beefier 2-hit hit-check than CR. LK ▷ CR. LP, like after a jump-in, then go into Shoryuken or Tatsu.

Ending with HP Shoryuken can lead to an immediate jump-in mix-up against their quick stand. Ending with Tatsumaki Senpukyaku gives you an immediate up-close situation, with advantage varying depending on which Tatsu you used. Use EX Tatsu for +1 advantage on hit and maximum damage and corner carrying. Use HK Tatsu for damage and corner push where the -1 disadvantage won't get you into trouble, and use MK Tatsu for the neutral situation on hit against characters who are dangerous even at -1, like Ibuki or Zangief with full Ultra Gauge.

IV. CL. MK then link either:

CR. HK
170 damage, 200 stun
↯ + HP
220 damage, 300 stun
↯ + P P
270 damage, 330 stun
CR. MK ▷ ↺ + HK
202 damage, 296 stun
CR. MK ▷ ↺ + K K
258 damage, 360 stun
↓↓ + P
440 damage, 100 stun

Mechanically, close MK is the easiest way to force standing in a confirmable combo. If the opponent is reacting to throw attempts with late throw escapes or crouch techs, they're opening the door for you to poke up-close with the relatively slow close MK. Since this is slightly slower than Ken's usual buffet of up-close 3-frame moves, this gives just slightly enough time for a more conservative opponent to flinch, so close MK might even counter hit. Whether on normal or counter hit, there's plenty of time to link into sweep, HP/EX Shoryuken, or crouching MK into Tatsumaki Senpukyaku. You don't usually need to use kara Shoryuken if linking it after close MK, but you might need to if you landed close MK right after a cross-up or when not quite flush against the opponent.

V. ST. MP then link either:

CR. HK
170 damage, 200 stun
On crouching foe, ↷ ↑ ↶ ↷ + MK~HP
220 damage, 300 stun
On standing foe, CR. MK ▷ ↺ + K K
258 damage, 360 stun

Standing MP complements Ken's excellent crouching MK as a mid-range poke. Its ideal range is where Ken ends up just after having Combo II's opener blocked. After the opponent blocks two or three light attacks, they'll be watching for you to move in, to kara throw, or to poke with crouching MK. If they go for an early crouch tech or preemptive poke from this position, your standing MP will hit them in the face. It used to require a counter hit to link into sweep, but thanks to the sweep speed boost in USFIV, you can do this even on normal hit now.

In addition to linking sweep, you can also link a kara-canceled HP Dragon Punch on a crouching foe, or crouching MK ▷ EX Tatsumaki Senpukyaku on a standing foe. On block, standing MP leaves Ken at +4, a great frame situation from mid-range.

VI. CR. MK ▷ ↓ + HP then cancel into either:

FADC forward, CR. HK
210 damage, 280 stun
FADC forward, ↷ ↑ ↶ ↷ + MK~HP
250 damage, 360 stun
FADC forward, ↓↓ + K K K
466 damage, 200 stun
↓↓ + HP
426 damage, 200 stun

Simply leaving it at crouching MK into Hadoken deals 130 damage while pushing them away a bit. This isn't a true blockstring outside of close range, so don't rely on crouching MK pokes into Hadokens the way you would with other shoto characters.



KEN

If you poke with the tip of crouching MK and it's blocked, it's usually better not to cancel into anything; these combos won't work, and the enemy can reversal through the gap before Hadoken on block. Still, you'll occasionally want to use crouching MK at close range as a low-hitting, longer-reaching change-up to crouching HP and standing MP. You can also link into CR. MK ▷ Hadoken from CR. LK ▷ CR. LP and go into any of the enders here.

VII. Counter hit CR. MP then link either:

CR. HK
175 damage, 225 stun
→↓↘→ + MK~HP
225 damage, 325 stun
CR. MK ▷ ↻ + K K
263 damage, 385 stun

Crouching MP is Ken's fastest, safest counter-hit fishing tool. It has 4 frame startup and is +1 on block (close MK is -1, and crouching HP ▷ Hadoken is no better than -7). You have time to react to the "Counter Hit" notification that pops up on your side of the screen when this is successful. As with close MK, you have to wait a bit longer here to link than you might think.

When poking with crouching MP against dive kick characters, perform it with a crouch tech command of CR. MP + LP + LK. You might break their early throw, or you might pop them out of a low-altitude dive kick with crouching MP.

VIII. Counter hit →+MK then link either:

↙ + HP
225 damage, 325 stun
On standing foe, CR. LK ▷ ↻ + K K
223 damage, 335 stun

Just like with crouching MP, you can react to the "COUNTER HIT" notification and score extra damage after Forward Step Kick strikes your adversary's attack startup. You must about halfway into the hitbox of →+MK (about halfway "deep" into the opponent's body) to be close enough for the 1-frame link afterwards. Plink CR. LK~LP if you go for the variation into EX Tatsu.

IX. Air ↻ + LK (or K K) then link either:

CR. HK
150 damage, 150 stun
↙ + HP
200 damage, 250 stun
On standing foe, CR. MK ▷ ↻ + HK
206 damage, 278 stun
On standing foe, CR. MK ▷ ↻ + K K
238 damage, 310 stun
↻↻ + K K K
435 damage, 50 stun

When jumping from mid-range so that a normal jumping attack would hit the opponent from the front, perform aerial LK Tatsumaki Senpukyaku just after the apex of your forward jump to change your arc to a cross-up trajectory. With the right timing, this will hit crouching characters too. After the cross-up Hurricane Kick hits, link either sweep, Ultra II, or crouching MK canceled into a grounded Tatsu.

These same combos work after hitting a grounded opponent with either frontal or cross-up Airborne EX Tatsu, too, though they'll do slightly less damage. The timing is also different than with aerial LK Tatsu since EX Tatsu alters a jump's trajectory differently. In either case, you won't be reacting to the actual hit, which is too fast, but rather recognizing just before the hit whether the opponent is doing something that will get them hit by the aerial Hurricane Kick.

If these confirms off of a jump-in Tatsu are too fast, hit-check with crouching LP upon landing, then link HP Shoryuken on a crouching enemy, or CR. MK ▷ Hurricane Kick on a standing enemy.

X. CL. HK then cancel into either:

↙ + HP
260 damage, 400 stun
↙ + P P
310 damage, 430 stun
↙ + HP (one hit) ▷ ↻↻ + P
476 damage, 300 stun
↙ + HP (two hits) ▷ FADC forward, ↻↻ + P P P
441 damage, 350 stun
On standing foe, ↻ + MK/HK/K K
260~320 damage, 370~450 stun
↻ + HP ▷ FADC forward, ↻↻ + K K K
516 damage, 300 stun

When the opponent gives you a big punish opportunity, like after they whiff a reversal, open your punish combos with close HK. This maximizes early damage and keeps damage scaling down later in the combo. You can also go for close HK combos after a Focus crumple, jump-in, or dizzy.

XI. Counter hit ↙ + HP (one hit or two hits) ▷ FADC forward, ↻↻ + P P P

500/549 damage, 125/175 stun

On counter hit, the first and second hits of HP Shoryuken launch the enemy into a free juggle state. This allows you to juggle with the full cinematic version of Ultra I for huge damage. It still works if you Focus dash after the first hit, but the combo's damage goes down to 500. Unfortunately, while EX Shoryuken canceled into Focus dash is safer on block, EX Shoryuken doesn't produce the desired free juggle state, even on counter hit.

With *Ultra Street Fighter IV*'s changes to reversal ▷ FADC safety, this isn't quite as important to Ken's arsenal as it was before, but it's still a lethal tool worth keeping in mind whenever you're up close, sitting on two bars of meter and a full Revenge Gauge. It's especially something for you to condition your opponent to keep in mind, because worrying about a 3-frame, invincible Dragon Punch leading to half damage will make them more susceptible to throws and overheads.

XII. ↙ + HP (one hit) ▷ FADC forward, then link either:

↙ + HP
220 damage, 300 stun
CR. LP, CR. HP ▷ ↻ + HK
306 damage, 457 stun

This is mostly a style combo, but has some purpose when counter-hit fishing with HP Shoryuken. Since you can get the free juggle state and land full Ultra I off of either the first or the second hit, and since reversals canceled into FADC are less safe in *Ultra SFIV* anyway, you might opt to FADC cancel from the first hit of HP SRK in general. On counter hit, you'll get a launch as in Combo XI, and on normal hit you can link an immediate HP Shoryuken or crouching LP. This is a 1-frame link.

XIII. CR. LK ▷ CR. LP, CR. HP ▷ ↙ + HP (one hit) ▷ lv.1 Red Focus Attack release ▷ dash, ↻↻ + P P P

383 damage, 380 stun
CL. MK, ↙ + HP (one hit) ▷ lv.1 Red Focus Attack release ▷ dash, ↻↻ + P P P
457 damage, 270 stun
CL. HK ▷ ↙ + HP (one hit) ▷ lv.1 Red Focus Attack release ▷ dash, ↻↻ + P P P
497 damage, 370 stun

USFIV's new Red Focus Attack gives Ken new confirmable combo openings, though they come at a high meter price. During any combo in which you link or cancel into HP Shoryuken, you can cancel the first hit into a lv.1 EX Red Focus Attack for a crumple. From here, you can tack on close HK into the special of your choice, or either one of Ken's Ultra Combos. The damage listed for these variants is for Ultra I, but Ultra II does only 10 fewer damage in each of these combos.

M. BISON

First appearance: *Street Fighter II* (1991)

Data

STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	950	C
Forward Walk Distance per Frame	0.055	S
Backward Walk Distance per Frame	0.04	A
Dash Duration in Frames	17	A
Dash Distance	1.59771	A+
Backdash Duration in Frames	8 invincible, 9 airborne, 9 recovery (26 total)	B
Backdash Distance	1	C+
Pre-jump Frames	4	A
Jump Duration in Frames	40	C-
Diagonal Jump Distance	2.34	A+

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	16
ON HIT	+4
ON BLOCK	-1
CANCEL	SP, SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	9
ON HIT	+5
ON BLOCK	+2
CANCEL	SU

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	11
ACTIVE	2
RECOVERY	19
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+3
ON BLOCK	+6
CANCEL	SP, SU

NOTES —

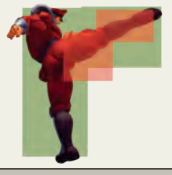
MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	—

NOTES —

HK (also HK near opponent)



HITS	1
BLOCK LEVEL	HL
DAMAGE	110 (90)
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	16
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES Lower damage at foot

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	9
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	10
ACTIVE	4
RECOVERY	21
ON HIT	-2
ON BLOCK	-7
CANCEL	SP, SU

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	65
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	11
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	15
ACTIVE	12
RECOVERY	16
ON HIT	—
ON BLOCK	-10
CANCEL	SU

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincible

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	6
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~15f lower body projectile invincible

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	12
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~17f lower body projectile invincible

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~16f lower body projectile invincible

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~15f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincible

Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible, puts opponent in free juggle, soft knockdown

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~15f lower body projectile invincible

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower bod projectile invincible

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	14
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~19f lower body projectile invincible

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincible

NORMAL THROWS

Both of M. Bison's normal throws are similar in function: they leave the opposing character about half a screen away while providing ample advantage for you to follow up with M. Bison's exceptional up-close pressure. Generally, the version to use depends on your screen positioning, as well as whether you're on offense or defense. Backwards throw is more accessible while you're blocking and is best used while cornered to reverse the situation. Use forward throw offensively, to gain corner pressure or to keep an opponent in the corner.

At mid-screen, using either throw nets you a potential cross-up with either forward jumping (MK) or (HK) by walking into the appropriate range. For your frontal jumping attack, you can use forward jumping (HP). Assess your jump distance after your forward throws to keep your cross-up or frontal attack as ambiguous as possible. If you don't want to give up corner advantage after a throw, you can simply dash forward twice to engage at close range; following with either a crouching (LK) attack string into LK Scissor Kick or another throw.



Deadly Throw

(LP) + (LK)

DAMAGE	140
STUN	130
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.951

Death Tower

⟲ + (LP) + (LK)

DAMAGE	140
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.951

FOCUS ATTACKS

While charging, M. Bison leans back with an evasive hurtbox while taunting his opponent. Then, on release, he lunges forward with a palm strike. While M. Bison's Focus Attack doesn't provide much in terms of range, its evasive properties synergize well with both his up-close pressure and fast dashes. Focus Attack can be used as both a deterrent to mid-range attacks and as an initiation into close range.

Charge up to level 2 Focus Attack while on offense and release it onto a blocking opponent. This will give you plenty of frame advantage to dash into a favorable close-range position. Since M. Bison leans back so far during his Focus Attack charge, it will evade most light attacks. Although his hurtbox decreases, his release lacks in range; take caution in using this at mid-range, since it has a tendency to whiff. Consider canceling out of Focus charge with a forward dash into throw or crouching LK, rather than releasing it.

Focus absorption techniques with M. Bison are crucial to getting around projectiles. Use his Focus charge in conjunction with his quick forward dash to gain ground against zoning opponents. The optimal way to absorb fireballs this way is by inputting Focus as late as possible; this ensures you absorb the projectile before M. Bison leans backwards, gaining you additional ground. With M. Bison's forward jump having such a wide arc and high altitude, it can be easily punished by anti-air attacks, so you'll usually want to advance on the ground. If you land a Focus Attack crumple, you can follow up with one of M. Bison's damaging combos (see Combo V).

M. Bison's Red Focus cancel can be used in high-damage punish combos with or without a back charge (see Combo IX and Combo X). It's not very reliable as a follow-up to a hit-check, though. For instance, if you're using a blockstring of crouching MK ▷ LK Scissor Kick, an EX Red Focus cancel will whiff at mid-range. Use FADC for extra damage instead in these situations.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+12
ACTIVE	2
RECOVERY	34
ON HIT	-20 (-1)
ON BLOCK	-20 (-1)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	18+12
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	-14 (+5)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	66
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+12
ACTIVE	2
RECOVERY	34
ON HIT	-20 (-1)
ON BLOCK	-20 (-1)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	150
STARTUP	18+12
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	-14 (+5)

NOTES Crumple state on hit, infinite hyper armor before release

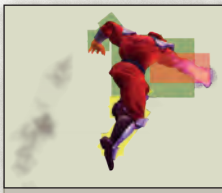
Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	66
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Hell Attack After angled jump MP, MP



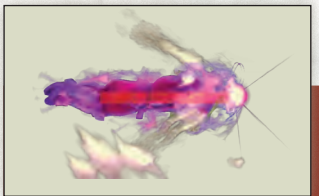
HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

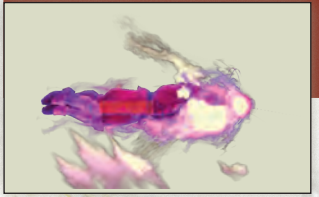
NOTES 1~9f lower body projectile invincible, puts opponent in free juggle state, juggle potential, soft knockdown

Hell Attack: This is a unique jumping attack performed with MP after executing forward jumping MP. Unlike a target combo, Hell Attack can be done without connecting with the first jumping MP and can even be performed late into a jump. An addition to Hell Attack in *Ultra Street Fighter IV* is its ability to put enemies into a free juggle state (when hit on its own), allowing for potential normal move follow-ups. For instance, if you mistime your first jumping MP, you can hit your second MP for Hell Attack, which then allows you to go for an air recovery cross-up of close HP ▷ HP Psycho Crusher. Previous iterations of Hell Attack could not set this up. Note that Hell Attack will not put enemies into free juggle state if the first jumping MP connects.

Hell Attack gives M. Bison a significant advantage in air-to-air situations because he essentially gains an extra air attack, likely winning him any mid-air confrontations. With Psycho Crusher having juggle potential in *Ultra Street Fighter IV*, forward jumping MP into Hell Attack grants him even more damage (see Combo VI for list of potential combos and setups).

SPECIAL MOVES





LP Psycho Crusher
Charge back, ← + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (100)
STUN	100
STARTUP	14
ACTIVE	12, 11
RECOVERY	12+6 ON GROUND
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES 37~48 invincible to throws, 15~48f airborne, soft knockdown, juggle potential 1, armor break, 55f charge time

MP Psycho Crusher
Charge back, ← + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	130 (100)
STUN	150
STARTUP	14
ACTIVE	12, 15
RECOVERY	12+10 ON GROUND
ON HIT	–
ON BLOCK	-14
CANCEL	SU

NOTES 41~52f invincible to throws, 16~52f airborne, soft knockdown, juggle potential 1, armor break, 55f charge time

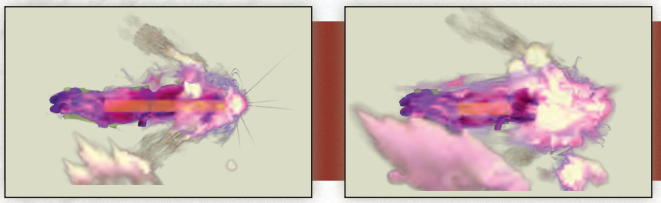
HP Psycho Crusher
Charge back, ← + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	140 (100)
STUN	200
STARTUP	14
ACTIVE	12, 21
RECOVERY	12+10 ON GROUND
ON HIT	–
ON BLOCK	-17
CANCEL	SU

NOTES 47~58 invincible to throws, 16~58 airborne, soft knockdown, juggle potential 1, armor break, 55f charge time



Psycho Crusher: M. Bison becomes a human torpedo of psycho power, flying at and potentially through his opponent. Psycho Crusher is M. Bison's signature move and is best used in combos or for anti-quick-stand setups. The three normal versions are largely unsafe on block, so using them as a neutral attack to close in on enemies is not recommended. The normal versions vary in distance covered, damage, stun, and recovery.



EX Psycho Crusher

Charge back, ← + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	75, 60
STUN	100, 200
STARTUP	14
ACTIVE	23
RECOVERY	12+6 ON GROUND
ON HIT	–
ON BLOCK	-15
CANCEL	SU

NOTES 1~13f invincible, 37~48f invincible to throws, 15~38f airborne, soft knockdown, juggle potential 1, armor break, 55f charge time

LP Psycho Crusher can be made safe at max distance because of its lower recovery, but it's still risky. Use LK or MK Scissor Kick to achieve the same goal. MP Psycho Crusher travels a bit further than the LP version, but is even more unsafe. MP Psycho Crusher generally does not have a practical use. HP Psycho Crusher travels full screen and deals the most damage and stun, so it's the best version to use in combos (see Combo Index for usage). When used up-close or mid-screen, HP Psycho Crusher can be made safe because of its additional hit on block while passing through the opponent. The second hit will be blocked after you've passed through, leaving you relatively safe while flying away from the opponent.

While Psycho Crusher can be canceled with FADC early in its travel, it quickly becomes airborne and no longer cancelable.

New in Ultra Street Fighter IV is the added juggle potential to all normal Psycho Crusher versions. This change is primarily to give M. Bison extra damage from connecting with his jumping MP ▷ Hell Attack air-to-air combo without having to use Ultra or EX meter.

EX Psycho Crusher is one of M. Bison's most useful special moves. It possesses a large amount of invulnerability on startup and is safe on block against most characters because of its travel distance. It is vulnerable for 15 frames after block, but since M. Bison travels so far, only fast gap-closing moves will actually punish it.

At long range, blocked EX Psycho Crusher is not only safe, but it provides a large amount of frame advantage. Full-screen EX Psycho Crusher followed by crouching LK is a true blockstring; crouching LK will punish opponents attempting to jump, backdash, or stand to throw. Additionally, if EX Psycho Crusher is blocked at close or point-blank range while the opponent is cornered, its recovery is reduced as you cross-up into the corner. This gives frame advantage and can be used as a mix-up for a cross-up crouching LK or throw attempt.

Double Knee Press: Commonly known as "Scissor Kick," Double Knee Press is M. Bison's most-feared pressure attack. The three normal Scissor Kick versions vary in damage, recovery, startup, and distance. LK Scissor Kick travels a small distance and will be your most-used special move. It's -1 on block and leaves you at a comfortable distance to follow up with another crouching attack or LK Scissor Kick. It's only punishable if it's used point-blank against a grappler with a 1-frame command throw (like Zangief's Final Atomic Buster). It also goes airborne on the 12th frame, giving it some low-crushing ability. You can use LK Scissor Kick basically any time your opponent is within range; either standalone or canceled from crouching LK and crouching MK. Its main weakness is against neutral jumps, so be careful not to be too predictable with your LK Scissor Kick pressure. Otherwise, this will be your most important attack for pressuring your opponent into the corner. Although LK Scissor Kick is -1 on block in *Ultra Street Fighter IV*, all versions of Scissor Kick received a damage boost. This is an important point to note as it also increases the chip damage done by LK Scissor Kick.

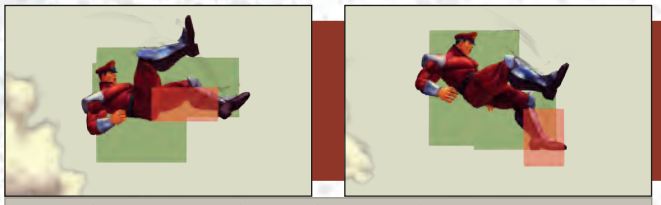


LK Double Knee Press

Charge back, ← + LK

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 40
STUN	100, 50
STARTUP	10
ACTIVE	2 (1) 4
RECOVERY	17
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES 5~14f throw invincible, 12~16f airborne, soft knockdown, 55f charge time



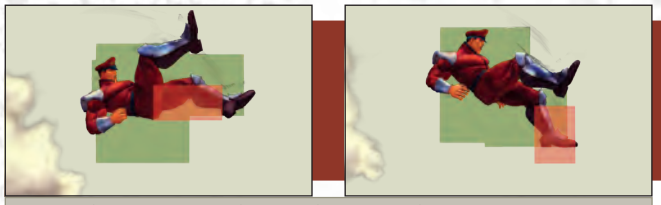
MK Double Knee Press

Charge back, ← + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 60
STUN	100, 50
STARTUP	13
ACTIVE	2 (1) 4
RECOVERY	22
ON HIT	–
ON BLOCK	-5
CANCEL	SU

NOTES 7~17f throw invincible, 15~19f airborne, soft knockdown, 55f charge time

MK Scissor Kick travels further, but is -5 on block. It's mostly used in combos ending in light attacks (see Combo I), but it can be used to chip at opponents from further away if spaced properly.



HK Double Knee Press

Charge back, ← + HK

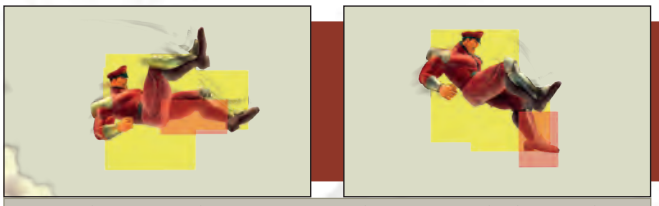
HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 70
STUN	100, 50
STARTUP	16
ACTIVE	2 (1) 4
RECOVERY	25
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES 9~20f throw invincible, 18~22f airborne, soft knockdown, 55f charge time

HK Scissor Kick travels the furthest and does the most damage of the three, but it's easily punishable on block. It can be made safe from long distance, but it's risky to use as opponents can walk into range to block it. Use HK Scissor Kick in combos to maximize damage and to carry opponents into the corner (see Combo Index for usage).

Although Scissor Kick is a 2-hit attack, it will only hit once when used from a distance. It will beat Focus Attacks at closer ranges, but it will be punished by Focus Attacks at ranges where it's safe on block.

EX Scissor Kick is a highly-invulnerable attack, with true invincibility on startup for 12 frames. It becomes projectile invincible after its true invincibility wears off, making it an excellent tool for punishing projectiles on reaction. It's punishable on block, so it's recommended that you use EX Psycho Crusher for reversals and escapes over EX Scissor Kick.



NOTES 1~12f invincible, 13~19f projectile invincible, 13~18f throw invincible, 15f~19f airborne, soft knockdown, 1st hit juggle potential 1, 55f charge time

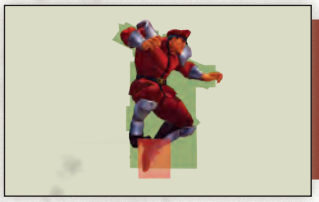
EX Double Knee Press
Charge back, ← + K K

HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 80
STUN	100, 50
STARTUP	13
ACTIVE	2 (1) 4
RECOVERY	25
ON HIT	–
ON BLOCK	-8
CANCEL	SU

Also worth noting is an input technique of charge ↙, ↖ + K. This allows you to keep a down charge while you're executing Scissor Kick so that you can follow up with Head Press or EX Head Press (such as in a corner trap).

Head Press: M. Bison's Head Press is a tracking aerial head stomp attack that can be followed with Somersault Skull Diver on hit or block. There's only one normal version, so the kick button used to execute it is irrelevant.

Head Press can be used either full screen or when an opponent is cornered. Although M. Bison doesn't have a projectile, Head Press gives him some full-screen pressure. It deals chip damage and punishes airborne opponents. It can be avoided and punished if the enemy moves forward or backwards, so use it sparingly against mobile opponents.



Head Press
Charge down, ↓ + K

HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	100
STARTUP	20
ACTIVE	24
RECOVERY	16 ON GROUND
ON HIT	-24
ON BLOCK	-29
CANCEL	–

NOTES 1~44f airborne, 55f charge time

EX Head Press
Charge down, ↓ + K K

HITS	1
BLOCK LEVEL	H
DAMAGE	180
STUN	200
STARTUP	20
ACTIVE	25
RECOVERY	16 ON GROUND
ON HIT	–
ON BLOCK	-18
CANCEL	–

NOTES 1~19 invincible, soft knockdown, anti-air hit puts opponent in limited juggle state, 55f charge time

Head Press is best used in conjunction with LK Scissor Kick while you have the opponent cornered. Since there's no room to walk back, they will usually have to block it. Neutral jump is a counter to LK Scissor Kick; so for instance, if you can make a read on an opponent's neutral jump after a blocked LK Scissor Kick in the corner, you can go for Head Press as a punish.

EX Head Press is an invincible version of Head Press that deals a large amount of damage and stun. It can be used as an escape on wakeup or to stifle an opponent's jump. With its invincibility, it will beat all jumping attacks (whereas normal Head Press can be beat with early jumping attacks). While it's invincible, EX Head Press has the same weakness as Head Press; it can be avoided and punished by moving out of the way. Additionally, M. Bison's trajectory after a Head Press can be altered backwards and forward. Use this to create distance or to get to mid-range safely.

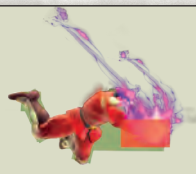
Somersault Skull Diver After Head Press, P



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	35+7
ACTIVE	3
RECOVERY	13 ON GROUND
ON HIT	+13 MAX
ON BLOCK	+9 MAX
CANCEL	–

NOTES –

EX Somersault Skull Diver After Head Press, P P



HITS	2
BLOCK LEVEL	H
DAMAGE	80, 80
STUN	100, 100
STARTUP	35+7
ACTIVE	3
RECOVERY	13 ON GROUND
ON HIT	+13 MAX
ON BLOCK	+9 MAX
CANCEL	–

NOTES Puts opponent in limited juggle state, juggle potential 1

Somersault Skull Diver: This attack can only be performed after a connected Head Press. It's used to keep up aggression after a Head Press. It's punishable with an anti-air or Focus Attack, so it shouldn't be used too often. It is effective against passive opponents though and it does hit high. On hit, it provides a large amount of frame advantage, leading into a follow-up crouching MK combo.

EX Somersault Skull Diver is a 2-hit attack. It can be used to beat out Focus Attacks, leading into a combo. Use this as a mix-up to normal Somersault Skull Diver to deter Focus Attacks.

Empty Devil Reverse Charge down, ↓ + P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	48
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~44 airborne, 55f charge time

Empty EX Devil Reverse Charge down, ↓ + P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	48
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13 invincible, 1~44 airborne, 55f charge time

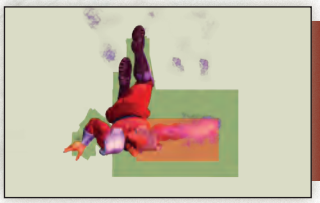
Empty Devil Reverse: Empty Devil Reverse is a tracking jump similar to Head Press, but without an actual attack. It's used as a way to build meter or to fake out opponents. It can be canceled during its flight with Devil Reverse to bait out attacks or to keep the opponent guessing.

If it's not canceled, M. Bison will land next to the opponent. It does have slight recovery on landing, so it's best used as an engagement move after a knockdown. It will also cross-up grounded opponents in certain situations. For example, after a mid-screen back throw, you can follow it with Empty Devil Reverse to land behind the enemy. You can either go for an attack, throw, or even EX Psycho Crusher. To perform a cross-up Empty Devil Reverse into EX Psycho Crusher, execute Empty Devil Reverse with an input of charge ↙, ↘ + P, then as soon you cross over the opponent's body, input →, ← + P P (as if you're still facing your original direction). This makes for a good frame trap mix-up and will punish an opponent's throw or option select attempt.

Devil Reverse: This is the follow-up attack from Empty Devil Reverse. Use Devil Reverse to halt your trajectory in the air to land safely from a distance or as an aggressive attack. Like Somersault Skull Diver, it can be hit with anti-air or punished with a charged Focus Attack. It can also be evaded by certain low profile attacks (like Ryu's crouching MK).

Unlike Somersault Skull Diver, Devil Reverse propels M. Bison farther into the air and its trajectory can be controlled. You can use this to punish projectiles by altering your course forward instead of backward. For example, if you've conditioned your opponent with retreating Devil Reverse, they might try to punish you with a projectile. Instead of holding back to retreat, hold forward to avoid the projectile while punishing its recovery.

EX Devil Reverse is a 2-hit attack that causes a soft knockdown on hit. Like EX Somersault Skull Diver, use it to punish an opponent's Focus Attack. In Ultra Street Fighter IV, EX Devil Reverse received a slight increase to its descent speed, making it more difficult to react to.



Devil Reverse
During Devil Reverse, P

HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	150
STARTUP	14+34
ACTIVE	UNTIL GROUND
RECOVERY	16
ON HIT	–
ON BLOCK	-3 AT BEST
CANCEL	–

NOTES Soft knockdown

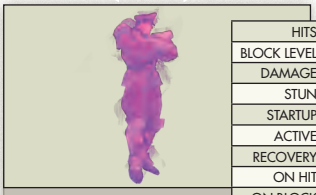
EX Devil Reverse
During Devil Reverse, P P

HITS	2
BLOCK LEVEL	H
DAMAGE	80, 80
STUN	100, 100
STARTUP	14+34
ACTIVE	UNTIL GROUND
RECOVERY	16
ON HIT	–
ON BLOCK	-3 AT BEST
CANCEL	–

NOTES Soft knockdown, puts opponent in limited juggle state, juggle potential 1, soft knockdown



Bison Warp ↓↙ or ↙ + P P P or K K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	48
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~29 invincible, teleport occurs on frame 12

Bison Warp: Bison Warp is an invulnerable teleport move with four variations depending on the input direction and buttons used to execute it. M. Bison is vulnerable on reappearance, so it can be punished if misused. ↙ + P P P will teleport M. Bison directly behind the opponent, ↙ + K K K will teleport him directly in front of the opponent, ↓↘ + P P P will teleport him backwards about half a screen away, and ↓↘ + K K K will teleport him backwards to the edge of the screen.

You can use Bison Warp as an escape tool on wakeup or air recovery. With his many invincible EX reversal moves, you can use backwards Bison Warp as an alternate method of getting away from an opponent's up-close aggression; although if your opponent anticipates your teleport, you can be punished. In *Ultra Street Fighter IV*, Bison Warp has an extra 5 frames of recovery on reappearance. This makes it much easier for enemies to punish you, so use Bison Warp sparingly or to bait out wakeup reversal attacks.

SUPER & ULTRA COMBOS



LK Knee Press Nightmare
Charge back, ← → ← + LK

HITS	5
BLOCK LEVEL	HL,L
DAMAGE	60X4, 100
STUN	0
STARTUP	1+6
ACTIVE	2 (1) 2 (11) 2, 2 (8) 18
RECOVERY	30
ON HIT	–
ON BLOCK	-27

NOTES 1~8f invincible, 9~61f projectile invincible, full juggle potential, hard knockdown, 40f charge time

MK Knee Press Nightmare
Charge back, ← → ← + MK

HITS	5
BLOCK LEVEL	HL,L
DAMAGE	60X4, 100
STUN	0
STARTUP	1+11
ACTIVE	2 (1) 2 (11) 2, 2 (8) 18
RECOVERY	30
ON HIT	–
ON BLOCK	-27

NOTES 1~10f invincible, 11~66f projectile invincible, full juggle potential, hard knockdown, 40f charge time

HK Knee Press Nightmare
Charge back, ← → ← + HK

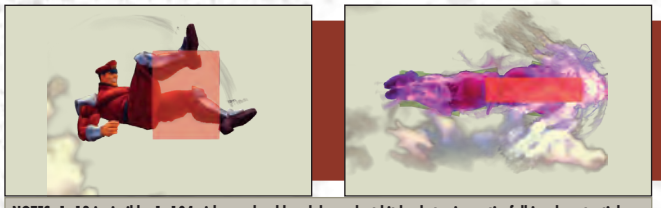
HITS	5
BLOCK LEVEL	HL,L
DAMAGE	60X4, 100
STUN	0
STARTUP	1+15
ACTIVE	2 (1) 2 (11) 2, 2 (8) 18
RECOVERY	30
ON HIT	–
ON BLOCK	-27

NOTES 1~12f invincible, 13~71f projectile invincible, full juggle potential, hard knockdown, 40f charge time

Super Combo: Knee Press Nightmare: Knee Press Nightmare is an invincible Super with added projectile invulnerability. The three versions vary in distance, invincibility time, and startup. LK version starts the fastest but travels the shortest distance while HK version starts slow but travels the furthest.

This Super can be used to either blow through projectiles and ground attacks or as a combo finisher to add heavy damage (see Combo IX). Like EX Scissor Kick, HK Knee Press Nightmare can be used to counter a long-range projectile on reaction. It also sports some invincibility, so it can be used as a reversal to beat out most attacks. However, all three versions are extremely punishable on block so it's recommended to use Super Gauge meter on EX Psycho Crusher instead. If you do decide to use this to beat an up-close attack, use the LK version as it has the slowest startup time.

UCI: Nightmare Booster: Nightmare Booster is a high-damage Ultra that starts with a series of scissor kicks followed by a Psycho Crusher. If the Psycho Crusher hits, it transitions into a cinematic which deals a large portion of its total damage.



Nightmare Booster
Charge back, ← → ← + K K K

HITS	7
BLOCK LEVEL	HL
DAMAGE	48X4, 60, 240
STUN	0
STARTUP	0+10
ACTIVE	4, 2 (12) 2, 2 (16) 12X3
RECOVERY	30+18 ON GROUND
ON HIT	–
ON BLOCK	-42

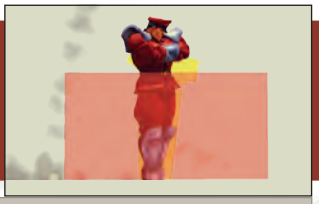
NOTES 1~13 invincible, 1~104 airborne, hard knockdown, last hit leads to cinematic, full juggle potential, 40f charge time

Nightmare Booster is aesthetically similar to Knee Press Nightmare, but it's vastly different in functionality. Its range is relatively short and it boasts no projectile invulnerability. It's mainly used to score damage from combos and, in some cases, as anti-air. In combos, Nightmare Booster is most commonly used as a juggle after forward jumping MP ▷ Hell Attack (see Combo VI). In *Ultra Street Fighter IV*, the startup of Nightmare Booster was reduced from 12 frames to 10, making it much easier to use as anti-air. Previously, you would have to execute Nightmare Booster at the apex of an opponent's jump, but now you have more leeway in landing this severely-punishing Ultra. Additionally, this change makes linking the Ultra much easier from a jumping attack (see Combo XI).

UCII: Psycho Punisher: Psycho Punisher is a unique Ultra; it starts with a controllable head stomp that transitions into a cinematic on hit. During the flight of his head stomp, you can control where M. Bison lands by holding ← or →. This lets you vary your distance and can even cross-up opponents.

Psycho Punisher
Charge back, → ← → + P P P





HITS	3
BLOCK LEVEL	H
DAMAGE	90, 105, 225
STUN	0
STARTUP	0+22
ACTIVE	2
RECOVERY	42
ON HIT	–
ON BLOCK	-23

NOTES 1~2f invincible, 3~23f invincible to projectiles, 1~21f airborne, breaks armor, 40f charge time

The main purpose of Psycho Punisher is as an anti-projectile tool. If you have charge, you can use it on reaction to a projectile anywhere on the screen. It can also be used as anti-air in specific situations. For instance, if an opponent jumps backwards with an attack, you can go for Ultra II to punish their descent. Keep in mind that Ultra II has no invincibility after its initial launch, so it can be hit out of the air. It can also be used to tack on extra damage off of forward jumping MP ▷ Hell Attack. With its decrease in charge time in *Ultra Street Fighter IV*, this combo was made much easier.

As a cross-up tool, Psycho Punisher should be used while an opponent is knocked down. For example, the following sequence can set up a cross-up or frontal Ultra II: Back throw, charge ↙, crouching HP whiff, →, ←, → + P P P, then hold → for a cross-up and neutral for frontal. Note that this technique can't be abused too often as it's easily reversible, so assess your opponent's wakeup options before attempting it.

One of the biggest weaknesses to Psycho Punisher in the neutral game is that it can be jumped out of and punished handily. However, since you can control its course, you can land safely by controlling your movement away from the opponent. At long distance, if you input Ultra II and during the Ultra flash you recognize that it won't hit, simply hold ← or stay neutral so you don't commit to the attack.

Recommended Ultra Choice: Matchup/Preference Dependent

With the reduced startup of Nightmare Booster, it can be a difficult decision in selecting your Ultra. Psycho Punisher is more flexible with its mix-up potential and uses from full screen, but the high damage Nightmare Booster provides can't be ignored. In general, select Nightmare Booster for damage and Psycho Punisher against projectile-based characters. Fortunately, they can both be used in Hell Attack combos. Ultra Combo Double can be useful if you feel you need both a strong invincible anti-air and a projectile counter, but it's usually not recommended.

Overview

PROS:

- Has very fast walk speeds and ground dashes; paired with his Scissor Kick, he controls much of the ground game
- One of the best characters at pinning opponents in the corner; LK Scissor Kick keeps him safe at mid-range while dealing chip damage
- He can be difficult to pin down because of his many invincible EX moves and Bison Warp
- With his many damage buffs in *Ultra Street Fighter IV*, he now deals much more damage overall off of his openings and anti-air attacks

CONS:

- Doesn't have a quick on-demand anti-air attack, so he can be bullied by dive kick characters such as Yang and Yun; he also has issues against certain jumping attacks that avoid his standing HK and crouching HP
- Most of his good options require a charge, so being aggressive with forward movement can be limiting
- While he has options for getting around projectiles, it can be difficult to get into range without taking damage against skilled opponents

M. Bison is a footsie-based character designed to frustrate opponents with Scissor Kicks. The primary goal in most matchups is to corner the opponent and then force out mistakes with the threat of LK Scissor Kick and EX Head Press.

Your objective playing M. Bison is to get into close and mid-range to apply Scissor Kick pressure. You can achieve this by:

- Properly assessing matchups and executing an appropriate strategy accordingly; either with turtling or aggression
- Using his fast ground movement and forward dash to close in on opponents
- Outplaying opponents at mid-range with his standing MK, standing HK, and crouching MP attacks
- Applying LK Scissor Kick pressure to whittle away at the enemy's health bar while forcing them into the corner

M. BISON'S TUNING HISTORY



Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
CL. HP damage reduced from 120 to 100	—
CL. HK damage reduced from 120 to 100	—
ST. HP damage reduced from 130 to 120	—
ST. HK damage reduced from 120 to 100	—
CR. MK damage reduced from 70 to 65	—
CR. HK damage reduced from 110 to 100	—
Both throws damage increased from 130 to 140	—
LP Psycho Crusher damage increased from 110 to 120	—
MP Psycho Crusher damage increased from 120 to 130	—
HP Psycho Crusher damage increased from 130 to 140	—
EX Psycho Crusher damage increased from 70, 70 to 75, 75	—
LK Double Knee Press damage reduced from 60, 40 to 60, 30	—
Ultra I damage reduced from 60x5, 240 to 48x4, 60, 240	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Close and ST. HK damage increased from 100 to 110, damage at tip of M. Bison's foot lowered to 80	From midrange and as an anti-air generally does much less damage
CR. LK hurtbox extended	More likely to trade in situations like after a blocked LK Knee Press
Super now projectile invincible from 9th frame until end	No longer ever trades when a projectile is active nearby opponent
Ultra II damage increased from 420 to 450, command changed to charge ←, ←→ →+PPP	Can no longer use Ultra II while walking, must telegraph that M. Bison is looking for a projectile by holding charge

Arcade Edition to 2012 Update

CHANGE	EFFECT
Close and ST. HK damage at tip of M. Bison's foot increased from 80 to 90	—
All versions of Scissor Kick stun increased from 50, 50 to 100, 50, hit stun on 1st hit increased by 1	1st hit FADC forward advantage on hit increased from +4 to +5

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
ST. MP startup reduced from 8 frames to 6, recovery increased from 11 frames to 12, now special and Super cancelable, damage reduced from 90 to 70	More damage potential in combos and can be used as a whiff punish
CR. HP startup reduced from 12 frames to 10	Better as anti-air
Hell Attack puts non juggled airborne opponent in free juggle state	Allows M. Bison higher damage when he knows his opponent will jump but guessed wrong on exactly when
Bison Warp total frames increased from 42 to 47	More easily punishable
LK Double Knee Press damage increased from 60, 30 to 60, 40, advantage on block reduced from 0 to -1	Now unsafe attempt to CR. LK after block against characters with reasonably high priority 3-frame attacks
MK Double Knee Press damage increased from 60, 50 to 60, 60	—
HK Double Knee Press damage increased from 70, 60 to 70, 70	—
EX Double Knee Press damage increased from 70, 70 to 70, 80, projectile invincibility increased from frames 1~12 to 1~19	More easily passes through projectiles, notably slow-moving ones such as Sonic Boom
LK, MK, HK, Head Press startup reduced from 22 frames to 20	Better as anti-air
EX Devil Reverse movement speed slightly increased	Allows more maneuverability mid-air
LP, MP, HP Psycho Crusher gained juggle potential 1	Can now be used in new combos such as jump MPx2 followed by HP Psycho Crusher
EX Psycho Crusher damage reduced from 75, 75 to 75, 60	—
Ultra I startup reduced from 12 frames to 10	Easier to use as anti-air and in combos
Ultra II damage reduced from 450 to 420, charge time reduced from 55 frames to 40	Much quicker charge time makes Ultra II better at punishing projectiles

LONG RANGE

Your strategy playing M. Bison at long range varies with matchups. Generally, you'll want to simply walk into mid-range so you can take advantage of the strength of your Scissor Kick and mid-range attacks.

Against projectile-based zoning characters, you can opt to either build meter safely at a distance with Empty Devil Reverse ▷ Devil Reverse or advance with aggressive Focus absorb dash techniques. Use of Head Press from long range can also be an option to chip away at hesitant opponents or, with anticipation, to punish projectiles.

M. Bison's diagonal jumps have a wide arc and high altitude, making them vulnerable to anti-air. However, they do cover a large distance, so you can punish projectiles from a longer range than most characters can. On a good projectile read, go for forward jumping HP into a potential combo (see Combo IV). If you make a bad read and your opponent doesn't commit to an attack while you're airborne, you can choose not to descend with an attack. This limits your chances of being counter-hit and mitigates some damage on anti-air attacks that deal more damage against your extended hurtboxes, along with allowing you to block instantly upon landing.

Alternatively, you can go for EX Psycho Crusher to easily engage into close range. Blocked EX Psycho Crusher from long range potentially provides enough advantage for a true blockstun combo with a follow-up crouching LK. Don't be afraid to burn meter with this tactic, especially to keep up an aggressive tempo.

Another move you can use at long range is crouching HK. It's extremely unsafe if blocked up close, but can be made safe if properly spaced (at around 3/4th screen distance). Crouching HK should be used carefully and only if you notice your opponent is standing at long range. It can be canceled with FADC to make it safe, if you recognize your opponent is blocking within closer ranges after you commit to it.

There are situations in which you will want to stay at a distance; for instance, if you have a lead against a turtling character like E. Honda or Balrog, you can't risk attacking and will want to let the enemy come to you. These matchups can be very taxing and if both players play well, they can often lead to a timeout. Managing your charge and spacing is key in these kinds of matchups. Keep a distance while holding your ground. Deter advances with Scissor Kick threat and standing HK. This applies to matchups against grappler characters like T. Hawk and Zangief, as well.

Since having a charge opens up many of your options, keeping a life lead over your opponent is important as M. Bison. This lets you stay in a defensive position, allowing you to charge and forces the enemy to come to you. With charge, you can use EX Scissor Kick to counter any projectile on reaction or to answer jumping attacks with Ultra I.

MID-RANGE

Mid-range is where most of M. Bison's strength lies. Standing MK and standing HK have excellent hitboxes that can beat out many other characters' mid-range attacks. Use these after a forward dash or after walking into range, giving you a window to start charging your Scissor Kick; immediately after you poke, start charging ↩. Once you've gained charge, you can start pressuring the opponent with LK Scissor Kick. If you hit with your Scissor Kick, this gives you enough advantage to dash into range to continue your mid-range aggression or to walk forward into close range for throws and frame trap attempts.

If you've knocked down an opponent and have advantage, you can also use crouching MP ▷ LK Scissor Kick as a buffered input to beat out attacks or to deal more chip damage. Crouching MP is your longest-ranged attack that can be canceled into a special move, so use this when you have access to charge to engage with LK Scissor Kick from further distances. It's especially effective against an opponent pinned in the corner.

LK Scissor Kick is only -1 on block and leaves you safer the further it connects. You can use LK Scissor Kicks one after the other against defensive opponents to push them into the corner or you can start going for counter-hit attacks with crouching MK or crouching MP to deter retaliations. A mid-range LK Scissor Kick will usually leave you at a distance to use standing MK. Mix up your various options after LK Scissor Kick and try to be unpredictable. You can also go for a surprise forward dash into throw or crouching LK if you sense your opponent is being overly passive.

A technique you can use to charge for a sequence of LK Scissor Kick into an immediate follow-up LK Scissor Kick is by using an input of charge ←, →, ← (and hold) + LK. This gives you extra time to charge your subsequent LK Scissor Kick as you're already charging before you release your first one. This only gives you enough charge if both of your Scissor Kick hits make contact (due to extra hitstop frames, during which you continue to accumulate charge). If you get a 1-hit Scissor Kick, you have to charge for a few extra frames after to perform a follow-up Scissor Kick.

Once you've bullied your opponent enough with Scissor Kick pressure, they might start punishing it with neutral jump tactics. There are a few ways to counter this. You can either follow your blocked Scissor Kick with standing HK to preemptively hit them out of the air, or you can go for Head Press (or EX Head Press). These do require anticipation, but using standing HK is generally safe and not too committing. Alternatively, you can try for a forward jumping MP ▷ Hell Attack for a bigger, albeit riskier, punish.

Against characters with advancing special moves (such as M. Bison, Fei Long, Poison, and Yang), you might find yourself pressured often at mid-range. M. Bison's neutral jumping HK is an excellent tool to use to evade these attacks while providing a decent punish on your descent. For example, against Fei Long's Rekkaken, a potential sequence to get over and punish it would consist of ↓, charge ←, jumping HK, crouching MK ▷ HK Scissor Kick.

Although M. Bison doesn't have a fast and invincible anti-air special move, you do have a couple of options available. Your strongest one is forward jumping MP ▷ Hell Attack into a combo (see Combo VI); use this if you're anticipating a jump and you're not committed to a move.

Your second most reliable anti-air is standing HK. This one is most effective at about jump distance. Ideally, you want to connect with the tip of your kick to ensure a clean anti-air. At closer distances, you can be beat or trade against steep-angled jumping attacks (like Sakura's jumping HK). A buff to M. Bison's crouching HP is a reduction to its startup frames; this makes it a little bit easier to use as a close anti-air attack meant to beat out closer jump-ins. Use this around the apex of an opponent's jump to beat out most moves.

CLOSE RANGE

Unlike many charge-based characters, M. Bison has an exceptionally powerful close-range toolset. He has a 3-frame crouching LK attack that links into itself and other light attacks, a chainable crouching LP, a close LP that's +7 on hit and +4 on block, and a potent close HP that can be used for devastating frame trap combos. Any hit from a light attack can usually result in at least a link combo into a medium or heavy attack.

Crouching LK will be your go-to attack for most up-close situations. With a 3-frame startup, it beats out many other attacks and can simultaneously be used as an option select tech with an input of CR.LP + LK. It's +4 on hit, so it can be followed by a variety of combos. Use Combo I for most close-range situations; with prior charge, you can omit one crouching LK (to cut down damage scaling, or if you're at further ranges). Use Combo II at point-blank range for higher damage.

If you want to apply a more blockstun-heavy sequence, you can opt to use crouching LP ▷ close LP. With close LP being +4 on block, it gives you more frame advantage, freeing you to apply extra throw or frame trap pressure. On hit, it potentially leads into Combo III for big damage.

Much of your up-close offense will be from forward dashes from the neutral game or from a throw or Scissor Kick knockdown. From forward dash, you can instantly apply a throw or crouching LK mix-up. Both are three frames and can be difficult to defend against. Mix this up with your other light attack initiations to overwhelm an opponent's defenses. Additionally, you can implement Focus Attack into your attack strings to keep up aggression. For example, if your opponent blocks a sequence of crouching LP ▷ close LP, immediately begin charging your Focus Attack. Release at level 2 or on reaction to attack absorption. If the opponent is cautious and blocking, you'll score yourself more frame advantage with a forward dash into extra up-close pressure. On hit, go into Combo V.

You can always end your light attack sequences with LK Scissor Kick to apply corner pressure and chip damage. End attack strings with crouching LK, crouching MK, standing MP, or crouching MP, which can all be canceled into LK Scissor Kick. Blocked LK Scissor Kick will put you back into mid-range.

Managing charge is as vital in attacking at close range as it is in mid-range. Use every opportunity you can to gain charge, such as during a poke or forward dash. This opens up more options for you in both your combos and LK Scissor Kick availability. Make sure to keep track of how many attacks it takes for you to gain enough charge for Scissor Kick or Psycho Crusher. Generally, four attacks with no prior charge will give you enough charge time for a special move while a forward dash into three attacks will give you enough.

Once you've instilled the fear of throws and crouching LK attacks into your enemy, you can start going for close HP frame traps. With its relatively slow startup speed, this attack is meant to beat out late option select tech inputs. It also allows significant amount of charge time in its total frames. So on hit, you can score a full combo (see Combo VII). Use close HP when you have a lot of frame advantage; either off a hard knockdown, a close LP, or from a blocked jump-in HK or HP attack.

Alternatively, you can use a safer frame trap with crouching MK ▷ LK Scissor Kick. You'll need some prior charge, so this is best used after a hard knockdown or from a jumping attack. For instance, after you throw an opponent, dash into close range and start charging. Go for crouching LP ▷ close LP, then walk back slightly and perform crouching MK ▷ LK Scissor Kick. This sequence can be good for beating out both a standing throw tech and late option select techs.

If you're on defense up close, you can usually use CR.LP + LK to fend off opponents. It's easily hit-checked into Combo I and beats out many attacks. You can opt to use EX Psycho Crusher if you want to blow through attacks while escaping by passing through your opponent. Many characters without gap-closing moves won't be able to punish you, so assess your opponent's punish options before committing. In specific situations, you can consider using EX Scissor Kick over EX Psycho Crusher. EX Psycho Crusher is considered a projectile, so it will be beat out by projectile-invincible attacks (like Blanka's EX Rolling Attack) whereas EX Scissor Kick will win. These situations are few and far between, but worth being aware of.

Combos

I. Charge ◁, CR.LK, CR.LK, CR.LK ▷ → + MK

140 damage, 245 stun

This is your standard low-hitting combo starting from a 3-frame attack. It's a universal combo that works in any situation as long as you have enough charge for your MK Scissor Kick. It's also useful for keeping an opponent blocking low during the block string, catching backdash and jump attempts.

If you're starting the combo without a charge (for instance, from walking into point-blank range), you can add another crouching LK for extra charge time. From a forward dash into an immediate ◁ charge, you'll have enough charge to execute this combo from just three crouching LK attacks. It's best to get into the habit of executing the initial crouching LK with an input of CR. LP + LK for an option select against throw attempts. For subsequent linked attacks, an input of CR. LK~LP works as a plink to make the link easier. Even if you don't execute the plink properly, you may still link crouching LP instead. Additionally, you can opt to use LK Scissor Kick if you're not confident in hitting the final link. This leaves you at -1 on block while MK Scissor Kick leave you at a punishable -5. This applies to all combos that have a difficult final link which cancels into Scissor Kick.

II. Charge ◁, CR.LK, CR.LK, ST.LK, ST.MP then cancel into either:

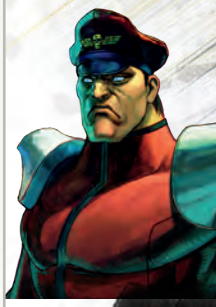
→ + HK
197 damage, 300 stun
→ + HP
197 damage, 330 stun
→ + LP
185 damage, 270 stun

As an alternative to Combo I, this combo deals a bit more damage while having a versatile combo finisher.

One of the most useful aspects of Psycho Crusher is that it can cross-up opponents on wakeup. If you finish a combo with LP Psycho Crusher, you can potentially follow up with a cross-up HP Psycho Crusher against quick-standing opponents. You'll need enough advantage though, so the cross-up is more likely to work the further away you are when performing LP Psycho Crusher. At closer distances, your follow-up HP Psycho Crusher will be too slow and will hit frontal.

Standing LK into standing MP deals the most damage, but it may not work on certain characters (due to varying hitstun animations causing standing MP to not hit on its earliest active frame). For these situations, you can use crouching MK in place of standing MP to ensure the combo works.

Although HP Psycho Crusher deals more stun damage, using HK Scissor Kick is usually better than using HP Psycho Crusher because of the corner pressure it provides. HP Psycho Crusher will cross-up the opponent, which can be useful if your back is to the corner and you want to switch sides.



III. Charge ↙, CR. LP ▷ CL. LP, CR. MP, ST. MP then cancel into either:

→ + HK — 257 damage, 340 stun
→ + HP — 257 damage, 370 stun
→ + LP — 245 damage, 310 stun

This combo is similar to Combo II in that it sets up versatile combo finishers. It deals much more damage, but its downside is that it doesn't start with a low attack and doesn't work universally; it's more likely to hit characters with a wide standing hurtbox. As a rule of thumb, replace standing MP with crouching MK against crouching characters.

IV. Forward jumping HP (while charging ↙), CR. MP, ST. MP then cancel into either:

→ + HK — 344 damage, 485 stun
→ + HP — 344 damage, 520 stun
→ + LP — 330 damage, 450 stun

Use this combo to deal a large amount of damage and stun from a clean jump-in attack, such as from punishing a projectile or high-recovery Ultra.

You can replace crouching MP and standing MP with a simple close HP to eliminate the 2-frame link requirement, but for slightly less damage. Also, if you choose to extend this combo with a FADC or Knee Press Nightmare extension, the close HP variant will result in higher damage because of its lower damage scaling.

V. Level 2 Focus Attack crumple, → →, then either:

Charge ←, →, →, → + K K K
436 damage, 150 stun
Charge ↙, CR. MP, ST. MP then finish by canceling into either:
→ + HK — 287 damage, 390 stun
→ + HP — 287 damage, 420 stun
→ + LP — 275 damage, 360 stun

These are sample combos you can use from a Focus Attack crumple. Alternatively, you can replace crouching MP and standing MP with just close HP to eliminate the 2-frame link, although for less damage.

VI. Forward jump MP ▷ MP, charge ← then either:

→, ←, → + K K K — 426 damage, 166 stun
→ + HP — 192 damage, 260 stun
→, ←, → + P P P — 375 damage, 100 stun
→ + LP — 176 damage, 180 stun

Forward jump MP ▷ Hell Attack is your most damaging anti-air combo initiator, provided you can catch the opponent in the air early enough. New in *Ultra Street Fighter IV* is the addition of juggle potential to all of M. Bison's normal Psycho Crushers. This means jumping MP into Hell Attack can be juggled into Psycho Crusher for more damage (previously, you could only juggle with EX Scissor Kick, EX Psycho Crusher, and both Ultras). LP Psycho Crusher can be used to set up cross-ups against quick-standing opponents (similar to Combo II) by performing HP Psycho Crusher as soon as you recover from LP Psycho Crusher.

VII. Charge ←, CL. HP, ST. LK, ST. MP then cancel into either:

→ + HK — 284 damage, 435 stun
→ + HP — 284 damage, 470 stun
→ + LP — 270 damage, 400 stun

Without prior charging, close HP can be used to start this high damage combo. It's relatively difficult to execute and will require practice if you aren't used to the 1-frame link following close HP. It also requires you to be at point-blank range, meaning any further and standing LK will whiff. The best way to prevent this from happening is by using an input of → + HP ~charge ←, then ST. LK. This will ensure you're as close as possible when you begin your close HP while still giving you enough charge time to finish the combo.

Additionally, close HP forces standing targets, so you won't have to worry about characters crouching. But it's important to note that standing LK won't connect against characters with thin hurtboxes (such as Decapre) or "weird" hitreels (like Rolento). Take your opponent's character's size into consideration before using this combo.

VIII. Cross-up forward jumping MK or HK, CR. LP ▷ ST. LK, ST. MP then cancel into either:

→ + HK — 257 damage, 350 stun
→ + HP — 257 damage, 380 stun
→ + LP — 245 damage, 320 stun

After a cross-up jumping MK, you'll usually be at a further distance than point-blank; you won't be able to connect with your juicier combos, so use this variation of his ground combo instead. As with all LP Psycho Crusher finishers, you can cross-up quick-standing opponents with HP Psycho Crusher.

IX. Charge ↙, CR. MP ▷ → + HK (one hit) then either:

Red Focus release crumple ▷ dash forward, and finish with either:
Charge ←, →, ←, → + K K K
459 damage, 270 stun
Charge ↙, CR. MP, ST. MP ▷ → + HK
352 damage, 440 stun
Charge ↙, CR. MP, ST. MP ▷ → + HP
352 damage, 460 stun
Charge ↙, CR. MP, ST. MP ▷ → + LP
344 damage, 420 stun
FADC forward (and start charging ↙), CR. LP ▷ ST. LP, CR. MP, CR. MK then finish by canceling into either:
→ + HK
332 damage, 445 stun
→ + HP
332 damage, 465 stun
→, ←, → + HK
422 damage, 200 stun

This combo showcases a high-damage EX Red Focus crumple punish from a ↙ charging position. For instance, if you successfully bait out LP Shoryuken from Ryu, you can use this to score massive damage since you're already charging down-back while blocking.

For two stocks of meter, you can go for a FADC combo. You're +5 on hit after HK Scissor Kick ▷ FADC forward, so the follow-up CR. LP is relatively easy to time.

Alternatively, with a fully loaded Super Gauge, you can cancel your HK Scissor Kick into Knee Press Nightmare Super for 422 points of damage. Use this combo if you're at range while already in a charging position. Otherwise, you can use Combo X.

X. CR. HP ▷ Red Focus crumple ▷ → →, then either:

Charge ←, →, ←, → + K K K
478 damage, 280 stun
Charge ↙, CR. MP, ST. MP then finish by canceling into either:
→ + HK
350 damage, 459 stun
→ + HP
350 damage, 485 stun

Like Combo IX, this EX Red Focus crumple combo can be used to punish an opponent's blocked or whiffed specials. It also allows you to walk into range without having to have charge since you're simply canceling crouching HP into Red Focus. Note that at max range, Red Focus release will whiff, so make sure you're at a close range before executing.

XI. Forward jumping HP, charge ←, →, ←, → + K K K

506 damage, 200 stun

With the slight reduction of startup on Nightmare Booster, this combo is made easier in *Ultra Street Fighter IV*. Jumping HP has to be executed late into the jump, but doesn't have to hit too deep. If you make a good projectile read or you've managed to stun the opponent, use this unscaled Ultra combo to deal a devastating amount of damage.

MAKOTO

First appearance:
Street Fighter 3: Third Strike (1999)

Data

STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	1050	A
Forward Walk Distance Per Frame	0.02	E
Backward Walk Distance Per Frame	0.015	E
Dash Duration in Frames	16	A+
Dash Distance	1.78	S
Backdash Duration in Frames	8 invincible, 5 airborne, 14 recovery (27 total)	C
Backdash Distance	1.32224	A
Pre-jump Frames	4	A
Vertical Jump Duration in Frames	36	B
Diagonal Jump Distance	1.925	B

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	5
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	7
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	24
ON HIT	-5
ON BLOCK	-9
CANCEL	SP, SU

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU, TC

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	250
STARTUP	8
ACTIVE	8
RECOVERY	12
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	6
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	24
ON HIT	—
ON BLOCK	-9
CANCEL	—

NOTES Hard knockdown

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	7
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	9
ACTIVE	4
RECOVERY	17
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	9
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~3f lower body projectile immunity

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile immunity

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	250
STARTUP	8
ACTIVE	2
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~7f lower body projectile immunity

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	9
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~3f lower body projectile immunity

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	10
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile immunity

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile immunity

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile immunity

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile immunity

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile immunity

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile immunity

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile immunity

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile immunity

NORMAL THROWS

Makoto's front throw leaves you in an unusually bad position for a follow-up attack, knocking the enemy into a standing state two character lengths away with only +1 to work with. Despite this, it inflicts an unusually high amount of stun damage, which can be useful for putting the opponent into a dizzied state. Back throw is much better for holding on to momentum, since it plops your foe directly to the floor behind you. This conflict of interests is a problem when keeping enemies cornered; using a forward throw kills your momentum but keeps them cornered, while using back throw forces you to lose your positioning, but the setup afterwards is much better. You're sometimes better off going for a Karakusa over a front throw. But, if you're in need of a 3-frame throw, do back throw and use ↷ + HK to pass over the opponent's floored body to reestablish your positioning.



Head Butt

LP + LK

DAMAGE	100
STUN	200
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.955, does not knock down, +1 after throw

Triple Threat

⟲ + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.855

FOCUS ATTACKS

Makoto's Focus Attack has great frontal range and flies over low profile attacks. It's a necessity at mid-range, where most ground attacks give her a ton of problems. If blocked, cancel into forward dash to leave Makoto at neutral frame advantage, on equal terms with the enemy for a close-range attack. EX Karakusa beats incoming attacks in this situation, while a quick MK Tsurugi crushes backdashes or throws.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (0)
ON BLOCK	-21 (0)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+6)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	64
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (0)
ON BLOCK	-21 (0)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+6)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3

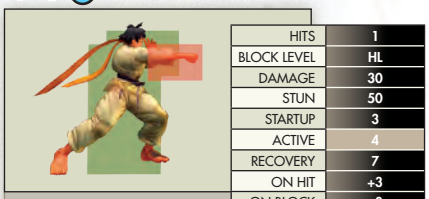
LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	64
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

→ + LP

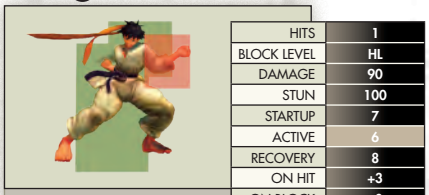


HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	4
RECOVERY	7
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

→ + LP: At 3 frames, this is Makoto's fastest normal attack. It's used to counter throw attempts up close, and to compensate for Makoto's lack of high frame advantage on her blocked normals, which are never more than +2. Unfortunately, the attack itself only leaves you at +3 on hit, which is only enough to do a 1-frame link into another → + LP, and you can't plink this link without using the Back/Select buttons! For → + LP to consistently lead to a combo, you have to cancel it into a special move, none of which are safe on block. Settle for using it as a standalone strike, or as an easy method of linking after standing MP.

→ + MP

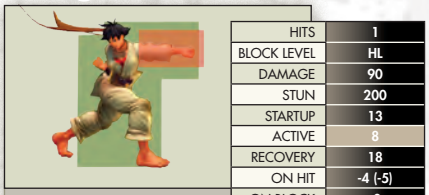


HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	SU

NOTES —

→ + MP: When a close-range attack pushes you out of range for other strikes, this is occasionally useful to counter hit incoming attacks while moving back into close range. Unfortunately, you're only left at +3 on hit, which isn't enough to consistently link afterward. Instead, focus on verifying a counter hit, which leaves you at enough advantage to easily link into → + LP ▷ ↙ + P P. You're left with neutral frame advantage if → + MP is guarded, so follow up attacks are not always possible. Counter incoming strikes with → + LP, EX Karakusa, or an instant Tsurugi.

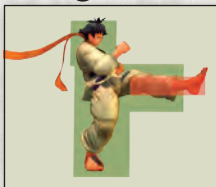
→ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	13
ACTIVE	8
RECOVERY	18
ON HIT	-4 (-5)
ON BLOCK	-8
CANCEL	TC

NOTES Less advantage against crouching opponent

→ + LK

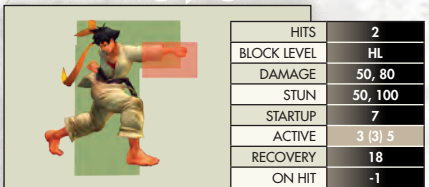


HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	7
ACTIVE	3
RECOVERY	12
ON HIT	-1
ON BLOCK	-4
CANCEL	—

NOTES Juggle potential 1

→ + LK: Outside of being another way of moving forward, this lunging kick serves one other purpose—it's used in juggles to cause an unexpected air recovery, which gives you an opportunity to go for a quick Karakusa, Oroshi, or a combo as the enemy lands. This can throw off an opponent's defensive habits if they expect an extended juggle that knocks them down. In *USFIV*, the overall worth of this tactic has been lessened by EX Fukiage juggles, which can be followed with jumping HP for a similar situation that's more damaging.

Yamase → + HP ▷ HP

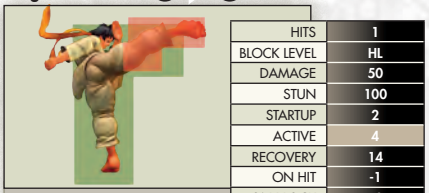


HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 80
STUN	50, 100
STARTUP	7
ACTIVE	3 (3) 5
RECOVERY	18
ON HIT	-1
ON BLOCK	-5
CANCEL	—

NOTES —

Yamase: Makoto leans forward and pounds the enemy with a flurry of punches. This is primarily a Focus killer at mid-range, since, upon absorbing the first hit, the opponent doesn't have time to release the Focus attack before eating the second hit. Obviously, an exception applies for *USFIV*'s new Red Focus Attack, so beware using Yamase against opponents who are willing to spend two Super bars fishing for your multi-hit attacks. Yamase can also punish whiffed moves from this position, but you must react very quickly because of its slow startup.

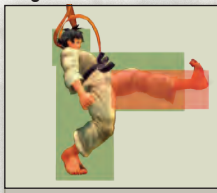
Target Combo 1 LK ▷ MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	2
ACTIVE	4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES Target Combo works on whiff

Target Combo 2 → + MK ▷ HK



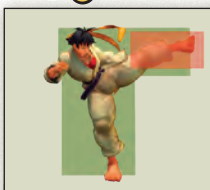
HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	7
RECOVERY	14
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES Target Combo works on whiff

Target Combo 2: This kick combo of → + MK ▷ HK moves Makoto near the enemy from mid-range. It travels far enough forward to make it difficult to evade with backwards movement. Even though → + MK is -1 on guard, you can cancel quite late into the HK extension to discourage the opponent from attacking. If a late canceled HK extension counter hits, link into crouching LK ▷ ↓ + LP or ↙ + P P. When they're wary of the extension, let → + MK recover naturally and go for a throw. You can also verify if → + MK hits and chain into HK for a quick combo. Use this tactic only when your foe tries to back away from your mid-range attacks.

Target Combo 1: This standing LK ▷ MK chain combo is a verifiable way to cancel into unsafe special moves, but the second hit misses against any crouching character that isn't Abel, Dhalsim, Dudley, Gouken, Hakan, Hugo, Sagat, T. Hawk, or Zangief. Against these characters, use it to verify a hit from just outside of standing MP range.

→ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	15
ACTIVE	3
RECOVERY	16
ON HIT	-2
ON BLOCK	-1
CANCEL	TC

NOTES —

→ + HK



HITS	1
BLOCK LEVEL	L
DAMAGE	110
STUN	200
STARTUP	19
ACTIVE	3
RECOVERY	23
ON HIT	—
ON BLOCK	-8
CANCEL	—

NOTES Hard knockdown

→ + hold HK



HITS	—
BLOCK LEVEL	—
DAMAGE	—
STUN	—
STARTUP	—
ACTIVE	—
RECOVERY	27
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 8~13f airborne

→ + HK : Makoto takes a giant step forward and sweeps the enemy with a low attack. Although it is extremely risky because of its punishable disadvantage, this is used to catch a foe walking backwards at mid-range. The kick can be faked by pressing and holding HK, like Ken's Thunder Kick Feint. It's theoretically possible to scare the opponent into thinking the kick is coming with the fake, and then throw them as they wait passively. This is rarely worth the risk, however. The faked version can also pass over a floored foe's body if done when they're fully planted. This is useful for confusing an opponent's reversal inputs, ruining their left/right charges for specials, or for escaping a corner after a knockdown.

SPECIAL MOVES



LP Fukiage ↙ + LP

HITS	1
BLOCK LEVEL	—
DAMAGE	90
STUN	160
STARTUP	6
ACTIVE	8
RECOVERY	31
ON HIT	—
ON BLOCK	—
CANCEL	SU, JU

NOTES Cannot hit grounded opponent, soft knockdown, causes limited juggle state, juggle potential 1

MP Fukiage ↙ + MP

HITS	1
BLOCK LEVEL	—
DAMAGE	90
STUN	160
STARTUP	10
ACTIVE	8
RECOVERY	32
ON HIT	—
ON BLOCK	—
CANCEL	SU, JU

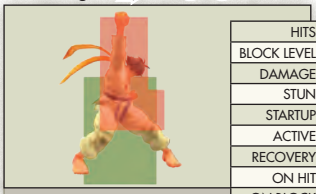
NOTES 2f airborne, cannot hit grounded opponent, soft knockdown, causes limited juggle state, juggle potential 1

HP Fukiage ↙ + HP

HITS	1
BLOCK LEVEL	—
DAMAGE	90
STUN	160
STARTUP	13
ACTIVE	8
RECOVERY	32
ON HIT	—
ON BLOCK	—
CANCEL	SU, JU

NOTES 2~3f airborne, cannot hit grounded opponent, soft knockdown, causes limited juggle state, juggle potential 1

EX Fukiage ↙ + P P



HITS	1
BLOCK LEVEL	—
DAMAGE	80
STUN	100
STARTUP	10
ACTIVE	8
RECOVERY	32
ON HIT	—
ON BLOCK	-19
CANCEL	SU, JU

NOTES 2f airborne, soft knockdown, causes limited juggle state, juggle potential 1

Fukiage: Use this upward punch as anti-air, specifically as a means of nailing players who try to jump vertically over Karakusa. Fukiage has no invulnerability, so it must be done early against an incoming jump. Use the LP version against cross-ups and jump attacks done directly on top of you. The HP version makes Makoto step forward slightly, making it better against jumping attacks that are further out. All variants of Fukiage are jump cancelable on hit, allowing for follow-up juggles. Note that all normal versions cannot hit a grounded opponent. EX Fukiage does hit grounded opponents, and is highly useful for extending Makoto's combos. Most of your meter should be put into this attack.



LP Oroshi ↺ + LP

HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	22
ACTIVE	6
RECOVERY	16
ON HIT	+4 (+3)
ON BLOCK	-4
CANCEL	SU

NOTES Armor break, less advantage on crouching opponent, hard knockdown on airborne opponent

MP Oroshi ↺ + MP

HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	23
ACTIVE	6
RECOVERY	15
ON HIT	+5 (+4)
ON BLOCK	-5
CANCEL	SU

NOTES Armor break, less advantage on crouching opponent, hard knockdown on airborne opponent

HP Oroshi ↺ + HP

HITS	1
BLOCK LEVEL	H
DAMAGE	150
STUN	200
STARTUP	24
ACTIVE	6
RECOVERY	14
ON HIT	—
ON BLOCK	-5
CANCEL	SU

NOTES Armor break, hard knockdown

EX Oroshi ↺ + P P



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	18
ACTIVE	6
RECOVERY	19
ON HIT	—
ON BLOCK	-4
CANCEL	SU

NOTES 1~12f invincible to strikes, armor break, hard knockdown, juggle potential 2

Oroshi: Makoto performs a slow overhead chop. Although its slow startup makes it difficult to set up, LP and MP Oroshi leave you with frame advantage on hit. The LP version is the fastest normal version, but it only gives you enough frame advantage for a 1-frame link into → + LP. MP is slightly slower on startup, but it leads to a 2-frame link into → + LP. HP Oroshi is the slowest and knocks the enemy to the floor. LP and MP Oroshi both have a ton of active frames and can be done early on a downed opponent so that they hit meaty, making the link afterwards easier. This is vital to Makoto's wakeup offense. The EX variant is the fastest; it knocks down, and it has a large window of invulnerability. It's so fast that it even combos if you cancel into it from standing MP or HP. Use it to score an unexpected hit when you're in desperate need of a knockdown.

LP Hayate lvl 1 ↓↘→ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	120
STARTUP	8
ACTIVE	5
RECOVERY	23
ON HIT	+0
ON BLOCK	-7
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

LP Hayate lvl 2 ↓↘→ + hold LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	105
STUN	135
STARTUP	5 + 7
ACTIVE	5
RECOVERY	23
ON HIT	+1
ON BLOCK	-7
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

LP Hayate lvl 3 ↓↘→ + hold LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	25 + 7
ACTIVE	5
RECOVERY	23
ON HIT	+3
ON BLOCK	-5
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

LP Hayate lvl 4 ↓↘→ + hold LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	155
STUN	165
STARTUP	45+19
ACTIVE	5
RECOVERY	19
ON HIT	–
ON BLOCK	-2
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

LP Hayate lvl 5 ↓↘→ + hold LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	190
STUN	180
STARTUP	65+10
ACTIVE	5
RECOVERY	19
ON HIT	–
ON BLOCK	-2
CANCEL	SU

NOTES Armor break, puts airborne opponent in limited juggle state, juggle potential 1

MP Hayate lvl 1 ↓↘→ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	120
STARTUP	15
ACTIVE	5
RECOVERY	21
ON HIT	+1
ON BLOCK	-7
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

MP Hayate lvl 2 ↓↘→ + hold MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	115
STUN	135
STARTUP	5+14
ACTIVE	5
RECOVERY	21
ON HIT	+2
ON BLOCK	-6
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

MP Hayate lvl 3 ↓↘→ + hold MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	150
STARTUP	25+14
ACTIVE	5
RECOVERY	21
ON HIT	+3
ON BLOCK	-5
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

MP Hayate lvl 4 ↓↘→ + hold MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	155
STUN	165
STARTUP	45+19
ACTIVE	5
RECOVERY	19
ON HIT	–
ON BLOCK	-2
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

MP Hayate lvl 5 ↓↘→ + hold MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	190
STUN	180
STARTUP	65+10
ACTIVE	5
RECOVERY	19
ON HIT	–
ON BLOCK	-2
CANCEL	SU

NOTES Armor break, puts airborne opponent in limited juggle state, juggle potential 1

HP Hayate lvl 1 ↓↘→ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	120
STARTUP	20
ACTIVE	5
RECOVERY	19
ON HIT	+2
ON BLOCK	-6
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

HP Hayate lvl 2 ↓↘→ + hold HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	125
STUN	135
STARTUP	5+19
ACTIVE	5
RECOVERY	19
ON HIT	+3
ON BLOCK	-5
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

HP Hayate lvl 3 ↓↘→ + hold HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	150
STARTUP	25+19
ACTIVE	5
RECOVERY	19
ON HIT	+4
ON BLOCK	-4
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

HP Hayate lvl 4 ↓↘→ + hold HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	155
STUN	165
STARTUP	44+19
ACTIVE	5
RECOVERY	19
ON HIT	–
ON BLOCK	-2
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, juggle potential 1

HP Hayate lvl 5 ↓↘→ + hold HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	190
STUN	180
STARTUP	65+10
ACTIVE	5
RECOVERY	19
ON HIT	–
ON BLOCK	-2
CANCEL	SU

NOTES Armor break, puts airborne opponent in limited juggle state, juggle potential 1

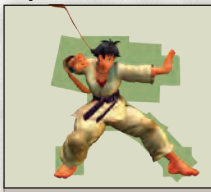
EX Hayate ↓↘→ + P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	13
ACTIVE	6
RECOVERY	16
ON HIT	–
ON BLOCK	-4
CANCEL	SU

NOTES Armor break, puts opponent in limited juggle state, juggle potential 2

Hayate Cancel While charging Hayate, K



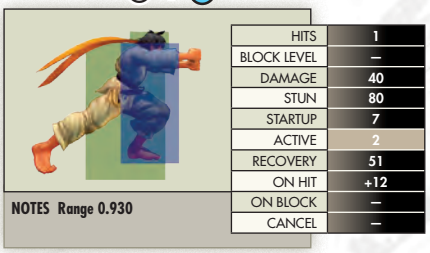
HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	12
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Cannot cancel faster than 5th frame of Hayate

Hayate: Makoto's trademark dash punch is a combo tool. When meter isn't available, most combos end with a Hayate corresponding in strength with the normal move before it: LP Hayate from light normals, MP from medium normals, and HP from heavy normals. The strength of button also determines how much frame advantage you're left with and how close you are to the enemy after it hits. LP Hayate does not leave you close enough to guarantee an attack, while the MP and HP variations leave you close enough to stage an immediate follow-up. Always confirm a hit before canceling into Hayate, since all strengths of it are extremely punishable on block. EX Hayate is less vulnerable, faster, knocks down, and travels a greater distance than its meterless counterparts. Even though it can be used to punish mistakes from a great distance, it is best used to set up corner combos; after it hits, you can juggle an opponent with LP Fukiage (see Combo VIII). This generally deals more damage than EX Fukiage juggle combos.

All strengths of Hayate can be charged by pressing and holding the punch button. The longer it's charged, the better its frame data and damage on hit. The charging stance can be canceled by hitting any kick button. Outside of enabling you to threaten with Hayate without committing to it, you can also cancel standing HP into a charged Hayate, then immediately cancel it to leave you at a +5-frame advantage on hit or +2 on guard. This leaves you closer to the enemy than after blocked standing MP, a link afterward with crouching LK, → + LP, or a 1-frame link into standing MP.

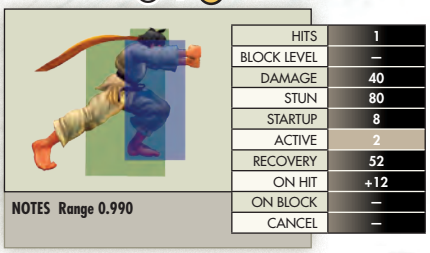
LK Karakusa ↻ + LK



HITS	1
BLOCK LEVEL	–
DAMAGE	40
STUN	80
STARTUP	7
ACTIVE	2
RECOVERY	51
ON HIT	+12
ON BLOCK	–
CANCEL	–

NOTES Range 0.930

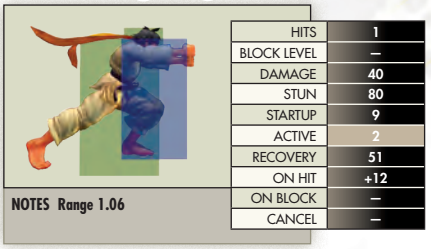
MK Karakusa ↻ + MK



HITS	1
BLOCK LEVEL	–
DAMAGE	40
STUN	80
STARTUP	8
ACTIVE	2
RECOVERY	52
ON HIT	+12
ON BLOCK	–
CANCEL	–

NOTES Range 0.990

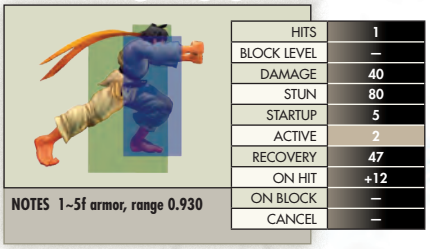
HK Karakusa ↻ + HK



HITS	1
BLOCK LEVEL	–
DAMAGE	40
STUN	80
STARTUP	9
ACTIVE	2
RECOVERY	51
ON HIT	+12
ON BLOCK	–
CANCEL	–

NOTES Range 1.06

EX Karakusa ↻ + K K



HITS	1
BLOCK LEVEL	–
DAMAGE	40
STUN	80
STARTUP	5
ACTIVE	2
RECOVERY	47
ON HIT	+12
ON BLOCK	–
CANCEL	–

NOTES 1~5f armor, range 0.930

Karakusa: This throw is one of Makoto's primary close-range attacks. After she chokes her foe, she drops them into an extended hitstun that can lead to a follow-up combo. The stun is long enough to link directly into standing HP or even a raw Ultra I. The button strength used determines its range and windup period: LK has the fastest startup but the least range, while HK has the largest range and the worst startup. EX Karakusa has 1 hit of hyper armor and is speedier than its counterparts. It plows through normal attacks, making it a great way to stop crouch tech attempts.



Done during ascent



Done during descent

LK Tsurugi In air, ↻ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	120
STARTUP	11
ACTIVE	4
RECOVERY	11 ON GROUND
ON HIT	+14 MAX
ON BLOCK	-3 MAX
CANCEL	–

NOTES Puts airborne opponent in limited juggle state, soft knockdown, juggle potential 1



Done during ascent



Done during descent

MK Tsurugi In air, ↻ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	140
STARTUP	13
ACTIVE	4
RECOVERY	11 ON GROUND
ON HIT	+14 MAX
ON BLOCK	-3 MAX
CANCEL	–

NOTES Puts airborne opponent in limited juggle state, soft knockdown, juggle potential 1



Done during ascent



Done during descent

HK Tsurugi In air, ↻ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	15
ACTIVE	4
RECOVERY	11 ON GROUND
ON HIT	–
ON BLOCK	+2 MAX
CANCEL	–

NOTES Puts airborne opponent in limited juggle state, soft knockdown, juggle potential 1



Done during ascent



Done during descent

EX Tsurugi In air, ↻ + K K

HITS	2
BLOCK LEVEL	H
DAMAGE	60, 100
STUN	100, 120
STARTUP	15
ACTIVE	1, 4
RECOVERY	11 ON GROUND
ON HIT	–
ON BLOCK	+0 MAX
CANCEL	–

NOTES 1~15f projectile invincible, soft knockdown, 1st hit juggle potential 2, 2nd hit juggle potential 3

Tsurugi: This arching kick is best used in two ways: just after leaving the ground for a jump for a low altitude attack, or late during a jump just before touching the ground. Use the low altitude version to glide over mid-range crouching attacks, throw tech attempts, or to catch a backdashing foe as they recover. Tsurugi done at the tail end of a jump arch can stuff enemy attempts to throw your landing recovery. You can link after the LK and MK versions for extended combos, making the payoff for a successful hit huge. They are both -3 on guard, though, leaving you vulnerable to a difficult 1-frame punish. The HK version cannot be linked after because it knocks the enemy to the floor, but it leaves you at only -1 on guard. Take caution using the LK or MK versions against characters like Chun-Li, Cody, Ibuki, Ken, Sakura, T. Hawk, or Zangief or characters that can easily punish recovery with their 2- and 3-frame attacks. EX Tsurugi hits twice and is an overhead attack, which makes it a good counterpoint to EX Oroshi if you're wary of the enemy stopping your offense with ground attacks.

SUPER & ULTRA COMBOS

Tanden Renki ↓↘→ + P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	11
ON HIT	–
ON BLOCK	–

NOTES 1~11f invincible, '+25% damage on all attacks for 777 frames

Super Combo: Tanden Renki: Upon activation, Tanden Renki gives Makoto's attacks a 25% attack boost for 777 frames, until the timer bar empties. The ideal application of this Super is simple—land a Karakusa or MK Tsurugi and link afterwards into standing HP ▷ ↓↘→ + HP, then Super cancel HP Hayate into Tanden Renki, then immediately link into Ultra I or standing MP ▷ ↓↘→ + MP. Once either combo ends, you'll have a little Tanden Renki time to stage a secondary offense with a significant damage boost. Unfortunately, Makoto's meterless combos are relatively weak, so any secondary attack you stage is weaker than one including EX Fukiage, her best combo tool. The advent of Red Focus also gives her newfound methods of extending combos off of Hayate for less meter. Save Tanden Renki for the Ultra I combo mentioned here when you're certain it will end a round.

Seichusen Godanzuki ↓↘→ + P P P



HITS	5
BLOCK LEVEL	HL
DAMAGE	75 (75, 45, 26, 24, 270)
STUN	0
STARTUP	1+6
ACTIVE	3
RECOVERY	47
ON HIT	–
ON BLOCK	-29

NOTES 1~8f invincible, goes into cinematic on hit, armor break, hard knockdown

UCI: Seichusen Godanzuki: Ultra I can be linked into from 4 key moves: LK or MK Tsurugi, Karakusa, and Focus Attack. The most important of these is Karakusa, around which much of Makoto's close-range game is oriented. Ultra I also links off of counter-hit standing MP, which is verifiable by looking for the "COUNTER HIT" notification onscreen. This is one of Makoto's primary comeback methods when she's behind. If your foe is particularly weak defensively, load this Ultra up to give your close options a boost. It has some invulnerability on startup, so it can also be used as a risky reversal. This is rarely worth doing since the hyper-armor-toting EX Karakusa can lead into UCI anyway, and is less risky and wasteful if you guess wrong.



Abare Tosanami ↓↘→ + K K K, hold LK

HITS	4
BLOCK LEVEL	HL
DAMAGE	105, 75, 60, 150 (60, 45, 45, 60)
STUN	0
STARTUP	15 MIN +2
ACTIVE	6
RECOVERY	26
ON HIT	–
ON BLOCK	-34

NOTES Projectile invincible until ground, does less damage against airborne opponent, jump cancelable, dash cancelable, first hit breaks armor, puts opponent in limited juggle state, hard knockdown, 1st hit juggle potential 1

Abare Tosanami ↓↘→ + K K K, hold MK

HITS	4
BLOCK LEVEL	HL
DAMAGE	105, 75, 60, 150 (60, 45, 45, 60)
STUN	0
STARTUP	15 MIN +2
ACTIVE	7
RECOVERY	26
ON HIT	–
ON BLOCK	-34

NOTES Projectile invincible until ground, does less damage against airborne opponent, jump cancelable, dash cancelable, first hit armor breaks, puts opponent in limited juggle state, hard knockdown, 1st hit juggle potential 1

Abare Tosanami ↓↘→ + K K K, hold HK

HITS	4
BLOCK LEVEL	HL
DAMAGE	105, 75, 60, 150 (60, 45, 45, 60)
STUN	0
STARTUP	15 MIN +2
ACTIVE	10
RECOVERY	26
ON HIT	–
ON BLOCK	-34

NOTES Projectile invincible until ground, does less damage against airborne opponent, jump cancelable, dash cancelable, first hit armor breaks, puts opponent in limited juggle state, hard knockdown, 1st hit juggle potential 1

UCII: Abare Tosanami: Makoto springs off of the nearest wall with a diving kick. Holding a kick strength during the initial wall leap determines how far the diving kick travels: LK drops her into the corner, MK mid-screen, and HK a great distance into the playing field. A direct hit against grounded opponents leads to a special animation and additional damage, while an aerial hit leads to less. The final hit of either version is jump cancelable, leading to extended juggles. The slow windup of Abare Tosanami makes it much harder to land than Ultra I, but it gives you a direct answer to projectiles thrown from a distance where jump-ins aren't viable. It can also be used in combos by landing a Focus or Red Focus Attack, or by nailing the opponent with any version of Fukiage. Unfortunately, using Ultra II in juggles is highly prone to fumbles; it misses every hit after its first if it isn't perfectly timed against most of the cast. Only use this juggle against large characters, like Hugo, T. Hawk or Zangief, where it doesn't whiff.

Recommended Ultra Choice: Matchup Dependent

You can make an argument for Double Ultra, since the flexibility of having big comeback potential from successful combos (Ultra I) and the projectile killing Ultra II is a potent combination. Unfortunately, Ultra I inflicts terrible damage when used in Double Ultra, and the advent of Red Focus gives Makoto new ways of linking into both Ultra I and 2. Save Ultra I for matchups against characters with poor defensive options (like Cody and Guy) and Ultra II against characters with especially annoying projectile options (Akuma, Dee Jay, Guile, and Ryu).

Overview

PROS:

- Her close-range offense is varied and extremely damaging
- Her stun damage output is massive
- Has various methods of linking into Ultra I without needing meter
- Tsurugi is one of the best mid- and close-range tools in the game

CONS:

- Mid-range strategy is reliant on risky preemptive measures
- Her terrible walking speed almost cripples her ability to handle characters with strong ground games
- Most of her special moves have horrendous recovery periods
- Her only reversal option, EX Karakusa, requires meter and is ineffective against jumps, throws, and backdashes

Makoto puts all of her eggs in one basket, that basket being a high-risk, high-reward offense. Her close-range arsenal is outrageous, offering a vast assortment of weapons for shattering defenses. Her attacks are generally risky, with some having long recovery periods, and others being vulnerable to backdashes, Focus Attacks, and jumps. She has few distance options, so every approach is a struggle. There's no easy way around these problems; you're here to gamble. Play a cautious game until an opening to move in appears, then brashly overwhelm the opponent with her varied offense. Never do the same thing twice; it's imperative that they never get a read on your intentions. An incorrect guess means getting pushed out, which could cost you the round.

Your objective playing Makoto is to establish close range. You achieve this objective by:

- Punishing an attack at mid-range preemptively or on whiff with crouching MP ▷ MP Hayate or EX Fukiage
- Countering a mid-range attack with Tsurugi
- Punishing a whiffed attack with crouching HP
- Countering a ground attack with Focus Attack
- Jumping over a ground attack

MAKOTO'S TUNING HISTORY

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Vitality increased from 950 to 1000	—
CR. HP active frames increased from 2 to 3	More likely to beat opponent's attack or punish an opponent for walking
CR. LK hitbox extended	Reaches further
↬ + LP startup reduced from 4 frames to 3	Makoto now has a cancelable 3-frame attack, moves that were only punishable by throws can now lead to bigger damage
EX Hayate now breaks armor, startup reduced from 16 frames to 13	Can be used to punish armor attacks on reaction
EX Fukiage hitbox extended downward, hurtbox reduced	Better as anti-air
Height restriction removed from EX Tsurugi	Can be done at lowest altitude off the ground
Ultra I damage redistributed	Deals more damage on final hit allowing for less damage scaling in some portions of the opponent's lifebar
Forward Dash recovery reduced from 17 frames to 16	Makes Makoto's approach safer and scarier

Arcade Edition to 2012 Update

CHANGE	EFFECT
Vitality reduced from 1000 to 950	Reverted to *SSFIV* value
ST. HK hitbox extended downward	Less likely to go over opponent's attacks
Neutral jumping MP hitbox and hurtbox extended	Gives Makoto more range without increasing priority
Target Combo 1 became special/Super cancelable	Target Combo 1's MK gained the same cancel-ability as a standard MK
LP, MP, HP Level 4 Hayate advantage on block changed from -5/-4/-3 to -2	Level 4 Hayate now generally safe on block
Level 5 Hayate gains armor break and move further	Opponent can no longer Focus in response to Makoto charging up a Hayate
Fukiage damage reduced from 100 to 90	—
EX Fukiage damage reduced from 140 to 120	—
EX Karakusa range reduced from 0.98 to 0.93	Must be closer for EX Karakusa to grab opponent
Tanden Renki lasts 3 seconds longer	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Forward/Neutral throw range increased from 0.9 to 0.95, back throw range decreased from 0.90 to 0.85	—
ST. HP hitstun increased by 1 frame on crouching opponents	Now the same advantage on hit against standing or crouching opponent
CR. HK stun increased from 100 to 200	—
Jumping MK hitbox expanded	Easier to hit as a crossup
LK, MK, HK Karakusa recovery increased from 47 frames to 51	More easily punished on whiff
EX Fukiage now hits grounded opponents, damage reduced from 120 to 80, stun reduced from 200 to 100	Useful to launch opponent from grounded state allowing many new combos and reset opportunities
LK, MK Tsurugi is now -3 on block	Is now punishable by 3-frame attacks
EX Oroshi juggle potential increased from 1 to 2	Allows for a knockdown ender further in a combo
Ultra I lost 40 damage	Went from 480 to 440
Ultra II now projectile invincible after super freeze until grounded	—

LONG RANGE

This is not the position to be in. With nearly zero ranged attack options, your only goal is to avoid trouble and do a little posturing. Projectiles should be jumped over vertically until you're in range to clear one with a forward jump. If Ultra II is stocked, you can pass through a shot if you perform Ultra II as soon as it's released. Enemy dashes and the early windup of a projectile can be punished preemptively with EX Hayate, but this requires anticipation. Hayate can also be charged and then canceled to trick the enemy into thinking it's coming. Forgo the cancel and let Hayate fly when the opponent tries to approach a suspected feint. This is highly risky, so rarely commit to it. Bank instead on staying safe and waiting for a clearer ticket in.

MID-RANGE

Makoto's walking speed is so slow that you can't often rely on backwards movement to avoid attacks. Instead, focus on stopping the opponent's forward movement and strikes with purely preemptive counters. This is a risky strategy, but it is the only one that nets you the all-important knockdown. Crouching MP is your first means of doing this. Purposefully whiff it directly in front of the opponent when you suspect a dash or attack; if they commit to either action they'll run into it. Against high-profile attacks that crouching MP can't beat, like Guy's standing MK or Dudley's standing HP, do standing MP instead. In both cases, buffer the command for MP Hayate or EX Fukiage. If they run into an attack, you'll cancel into either special move for a combo. A quick Tsurugi done as soon as you leave the ground for a jump can also punish projectiles and most crouching attacks. This is your best option when you're certain a crouching attack is coming. Even though the LK and MK versions lead to Combo V, HK Tsurugi has more forward range and is less prone to missing against an enemy walking backwards.

The enemy's response to this is to let your preemptive measures whiff, which leaves Makoto open to punishment. You'll know they're looking to do this if they move backwards periodically, trying to get your attacks to miss. You have to implement a handful of risky options to stop this. ⇨ + HK has enough range to catch backwards movement even from great distances, but it's unsafe if blocked. A forward dash followed by Karakusa or crouching LK ▷ ↻ + LP can surprise an enemy looking for missed moves. Walking forward and attacking with crouching HP may catch enemies with slower walking speeds, but this is ill-advised against faster characters. ⇨ + MK doesn't directly stop backwards movement, but it moves far enough forward to force a distanced enemy to guard it. Although you're left at a slight disadvantage on guard, its HK extension can be done very late to counter-hit incoming strikes. When your opponent is afraid of the HK extension, perform Karakusa to grab your passive foe.

As always, use forward jumps to clear anticipated ground attacks with heavy recovery. Attack with jumping HP from close distances and HK when you're farther away. In cases where you guessed incorrectly and the opponent didn't do a ground attack, you can try using an early HK Tsurugi to beat out normal anti-air attacks. This only works if the tip of Makoto's foot meets the extended limb, but a successful hit scores a knockdown. It's extremely unsafe if blocked from a high elevation, and it doesn't beat out invincible anti-air attacks. Try it only against characters that are weak in the anti-air department.

Your opponent may preemptively do a high priority strike in front of you, hoping to beat out your crouching MP. Counter this by backing up to ensure it misses, then punish the whiffed poke with crouching MP ▷ MP Hayate or EX Fukiage. Attacks with an especially low profile, like Ryu's crouching MK, are punished with crouching HP for a knockdown. Punishing whiffs like this only works when the enemy is afraid to walk especially far forward before doing an attack.

Your opponent may jump at you to counter crouching MP. Even though it can't actually be punished by a jump (you usually have time to block even if they jump early), your inability to recover in time to punish the jump means that the opposing character moves into close range with the jump attack. Compensate by stopping what you're doing, waiting for the jump, and then punishing it with crouching MK or ⇦ + MP or HP (into Combo IX). Whiffing a crouching LP can help coerce them into jumping if they're looking for something to react to. Characters with slower jumps, like Hugo, are always susceptible to Fukiage even if they manage to jump over crouching MP.

When all else fails, walk forward and block. There's no reason to take a risk when Makoto isn't built to handle mid-range attacks well. Let the enemy overextend themselves with risky strikes, and reestablish your offense with any breathing room you gain by waiting things out.





CLOSE RANGE

Most opponents spend a lot of time looking for the highly threatening Karakusa, which is countered with backdashes, jumps, quick light attacks, or fast throws. Makoto's offensive strength stems from her high-damage methods of crushing those counters. Stage an airtight offense oriented around halting the opponent's counter attacks. When the opposing player is conditioned to play passively, grab the enemy with the Karakusa. Keep in mind that stun damage management is a key factor when implementing this strategy. Landing any 2 variants of Combo II (MP linked to MP version), III (HP linked to MP version), IV, or V can lead to an instant dizzy against characters with 1000 stun stamina or less. Always take this into account when assessing the risk versus reward of a situation.

Throw tech attempts, crouch techs, and fast light attacks can be stopped with frame traps. Makoto's best openings are standing LP x2, standing MP, and standing HP canceled into a Hayate charge feint (the starting attacks for Combo I, Combo II, and Combo III, respectively). All of these can be hit confirmed, leave you at +2 on guard, and put Makoto in range for a HK Karakusa. Standing MP and HP keep you close enough to counter-hit incoming attacks with an immediate standing LP linked into crouching LK. If it hits, cancel into LP Hayate or EX Fukiage. For a slightly slower method of beating incoming strikes, you're still in range for Combo II off of the standing HP Hayate charge cancel. To add further variance, standing LP x2 can be broken up by omitting the second LP, then following it with LK Karakusa or a combo. LK Karakusa is a little faster on startup than its counterparts, making for a tighter sequence.

When foes overuse standing throw escapes or backdashes to avoid your close attacks and throws, perform a very quick LK or MK Tsurugi at a low altitude. LK should be used against standing techs or crouching techs involving slower moves (like Ryu's crouching MP + LP + LK). MK Tsurugi's slightly slower startup makes it better for catching the end of a backdash's invulnerability. Despite now being punishable on guard in *USFIV*, a difficult 3-frame punish is worth the risk considering the massive damage Tsurugi leads to (Combo V). You're also not in range for a throw punish when guarded, so they can't take the easy way out. This is one of your main sources of damage, so use it often.

→ + MP can be tossed into the mix when you've been pushed away. For example, if your charge-canceled standing HP to standing MP is guarded, do → + MP to move back in. You're at a +3 advantage on hit and a neutral position if blocked, so a follow-up attack isn't guaranteed. Counter incoming light attacks with EX Karakusa, or throws and backdashes with Tsurugi. If it counter hits, link after it with → + LP ▷ EX Fukiage.

Any blocked close-range attack can be canceled into an EX Oroshi to blast a foe guarding low. This is extremely difficult to react to, but it comes with one caveat: Makoto has few ways to condition an opponent into guarding low due to her lack of safe low attacks. It's worth occasionally doing crouching LK ▷ EX Hayate, which is only -4 on guard, to compensate for this. Save it for situations where you're certain the enemy will guard high.

A blocked standing LK can be Hayate charge canceled from great distances to move Makoto back into close range. This is extremely risky because you're left at a major frame disadvantage, but because of how fast it is, some players may not react to it properly if it's done unexpectedly. If they're savvy enough to punish your recovery in this situation, cancel standing LK into EX Oroshi instead, which is invincible on startup and leaves a large enough gap between attacks for the opponent to do something.

Standing LK can also be kara-canceled into a Karakusa to substantially increase its range. This cancel is unusually late and occurs during its active frames, so if you're in range for LK to hit, the Karakusa won't work, because the enemy will be in blockstun or hitstun. Do it from positions where standing LK can't hit; for example, force the enemy to guard standing LP x3, then do standing LK ▷ ↻ + HK to grab your foe. There's no easy way to do this because the Karakusa command interferes with → + LK, so just input standing LK and perform the Karakusa command as fast as possible.

If your opponent's aerial defense ever seems weak, jump forward and attack with a cross-up air MK to reestablish a failed offense. Some character types, like Abel and Hakan, don't have easy ways to deal with cross-ups.

Combos

I. CR. LP ▷ ST. LP, CR. LK ▷ ↻ + P P ▷ forward jump, then juggle with either:

Air HP
190 damage 330 stun
↻ + HK
220 damage 330 stun
↻ + MK, ↻ + P P
250 damage 369 stun

Verify off of the first two hits, then transition into the rest on a hit. The first two opening hits can be option selected to catch backdashes done versus the first hit: input ↶ + LP ▷ → + LP + MK. If crouching LP hits, it'll chain into standing LP as normal. If it misses against a backdash, → + MK comes out to catch it, which can then be chained into its HK extension for heavy damage. When S.C. Gauge isn't available, cancel crouching LK into ↻ + LP instead. The first crouching LP can be replaced with standing LP for a more advantageous opening (+2 on guard), though standing LP x2 is a link and leaves a gap that is vulnerable to reversals. Crouching LK can also be replaced with standing MP for additional damage, but it's a 1-frame link, so be sure to plink it for accuracy. The juggle required after EX Fukiage changes based on what's needed. ↻ + MK then ↻ + P P is the most damaging juggle possible and is great for carrying an enemy to a corner, but it uses additional meter and leaves you in the worst position for a mid-screen follow-up. ↻ + HK is the most damaging juggle possible that doesn't require meter, and you're left directly next to the floored enemy. Jumping HP deals the least damage but leaves the opponent vulnerable to a tricky side switch: do air HP late after EX Fukiage, then land and dash forward to end up behind the opponent. Do air HP earlier after the launch, then dash to end up in front of the opponent.

II. ST. MP, CR. LK ▷ ↻ + P P ▷ forward jump, then juggle with either:

Air HP
224 damage 370 stun
↻ + HK
256 damage 370 stun
↻ + MK, ↻ + P P
296 damage 418 stun

This slightly slower opening inflicts heavier damage than Combo I. When S.C gauge isn't available, cancel crouching LK into ↻ + LP. As before, crouching LK can be replaced with standing MP ↻ + MP for a higher damage 1-frame link. MP Hayate also leaves you in range for a LK Karakusa or combo when it hits. At high levels of play, plinking standing MP x2 is almost a requirement for keeping stun damage reduction in your combos low. It's highly recommended that you practice this link to improve combo performance.

III. ST. HP ▷ ↻ + P (hold), K, CR. LK ▷ ↙ + P P ▷ forward jump, then juggle with either:

Air HP
244 damage, 470 stun
↻ + HK
279 damage, 470
↻ + MK, ↻ + P P
316 damage, 518 stun

This is Makoto's highest damage combo opening. It has slower startup than Combo I or II, but this can be used to your advantage against players who tech throws later than normal. The Hayate cancel is a little unwieldy; do standing HP ▷ ↻ + HP with your forefinger (hold button down), then as you're holding HP, use your thumb to hit MK. Similar to combo I and II, crouching LK can be replaced with standing MP for a harder but more damaging link. Despite the execution level needed to do a Hayate cancel followed by a plinked MP, the heavy damage it leads to is worth the effort.

IV. ↻ + K, then link into either:

ST. HP ▷ ↻ + HP
208 damage, 376 stun
ST. HP ▷ ↙ + P P ▷ forward jump, ↻ + HK
289 damage, 500 stun
↻ ↻ + P P P
393 damage, 80 stun

Makoto's standard Karakusa combos are familiar in terms of their makeup. Standing HP can be Karakusa canceled and linked after into standing MP ▷ ↻ + MP or ↙ + P P to improve damage, though this is difficult. This combo can be done after a successful Focus Attack crumple, though Combo V is more damaging (and more difficult). You can replace the normal Karakusa with EX Karakusa to lead into the same combo.

V. Air ↻ + LK or MK, then link into either:

ST. HP ▷ ↻ + HP
268 damage, 436 stun
ST. HP ▷ ↙ + P P ▷ forward jump, ↻ + HK
349 damage, 560 stun
↻ ↻ + P P P
453 damage, 140 stun

Linking after Tsurugi with standing HP only works if the opponent is standing, otherwise replace it with crouching MP. Crouching MP is also your best option if Tsurugi hits from further out than normal. This combo is possible after a level 2 or 3 Focus crumple, though Tsurugi must be done very quickly to tag the enemy as they're still standing. If this is too difficult, fall back on Combo IV when you score a crumple.

VI. ↻ + MP, CR. LK ▷ ↙ + P P ▷ forward jump, then juggle with either:

Air HP
264 damage, 470 stun
↻ + HK
299 damage, 470 stun
↻ + MK, ↻ + P P
336 damage, 518 stun

The link after MP Oroshi is 1 frame, making it difficult. You can replace crouching LK with ↬ + LP against characters with a wide crouching stance (Rufus, Zangief, Hakan) to make it 1 frame easier. MP Oroshi can also be done early so that it meets a standing opponent on a later active frame, which also makes the link easier.

VII. ↻ + K, ST. HP ▷ ↙ + P P, ↻ ↻ + K K K ▷ forward jump, air ↻ + K K

390 damage, 470 stun

Despite its reasonably high damage, this combo ending with a juggled Abare Tosanami has a tendency to miss all hits after the first against most of the cast. This not only causes you to lose out on damage, but also leaves you wide open to punishment. Because of this, only use it against characters where it works consistently: Zangief, Hakan, Vega, T. Hawk, and Rufus.

VIII. When the enemy is cornered, jumping HK, ST. HP ▷ ↻ ↻ + P P, ↙ + LP ▷ vertical jump, ↻ + K K

435 damage, 764 stun

This is Makoto's strongest corner combo. LP Fukiage must be done as quickly as possible after EX Hayate for it to juggle. Jumping HK can be replaced with Karakusa or LK/MK Tsurugi without issue. Note that you don't have to be directly in the corner when starting the combo for it to work as long as EX Hayate carries the enemy there. When EX Hayate hits, you can occasionally replace the remaining juggle with just ↬ + LK, and then go for a quick reset attack as the enemy lands. This can sometimes surprise an enemy expecting a longer juggle, though the loss of damage should dissuade you from doing it often.

IX. Enemy airborne, ↙ + LP/MP/HP ▷ forward jump, then juggle with either:

Air HP
190 damage, 360 stun
↻ + HK
240 damage, 360 stun
↻ + MK, ↻ + P P
286 damage, 420 stun

This is Makoto's standard anti-air combo. LP Fukiage is typically used against cross-ups or vertical jumps done at close quarters. MP Fukiage works best against forward jumps that end up directly on top of you, and HP Fukiage is best against jumps hitting further out. The jump cancel follow-ups cannot be done if Fukiage happens to trade hits with a jump attack, but you can still tack on an EX Hayate. Near corners you can exclude the jump cancel after the first Fukiage, then juggle with ↙ + HP ▷ jump, ↻ + K K for 308 damage and 496 stun.

X. ↻ + K, ST. HP ▷ ↻ + HP ▷ Red Focus Attack ▷ dash, then link into either:

Vertical jump, ↻ + MK, ↻ ↻ + P P P
446 damage, 506 stun
↻ ↻ + K K K ▷ forward jump, ↻ + K K
466 damage, 502 stun

Though costly, this new Red Focus combo is one your biggest comeback opportunities. If an Ultra isn't available, the follow-up after the connected Red Focus can be any quick Tsurugi combo that uses no more than 1 meter.

XI. ↻ ↻ + K K K ▷ forward jump, then juggle with either:

Air HP
470 damage, 160 stun
↻ + HK
510 damage, 160 stun
↻ + MK, ↻ + P P
554 damage, 217 stun

This is your standard post Abare Tosanami juggle. You can remove the jump cancel element and instead cancel into a forward dash followed by ↙ + LP ▷ forward jump, ↻ + K K for 574 damage and 282 stun. Sometimes after the dash you'll pass under the opponent, making the LP Fukiage difficult. Input LP Fukiage as ↖ ↙ ↖ + LP to compensate for any side switching that occurs.

ONI

First appearance:
Super Street Fighter IV Arcade Edition (2010)



Data

STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	950	C
Forward Walk Distance Per Frame	0.04	C+
Backward Walk Distance Per Frame	0.04	A
Dash Duration in Frames	18	B+
Dash Distance	1.27216	B-
Backdash Duration in Frames	8 invincible, 11 airborne, 8 recovery (27 total)	C
Backdash Distance	0.9	C-
Pre-jump Frames	4	A
Vertical Jump Duration in Frames	37	B-
Diagonal Jump Distance	1.98	B+

W Ultra Damage: 75%

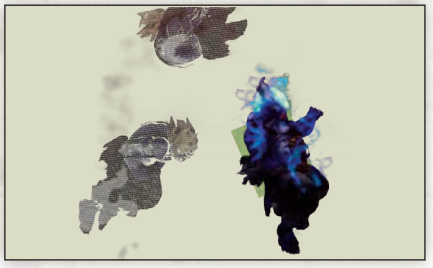
Standing



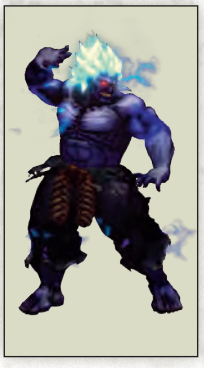
Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	5
ON HIT	+7
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	17
ON HIT	+2
ON BLOCK	-3
CANCEL	SP, SU

NOTES Forces standing

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	5
RECOVERY	6
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

MK



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 30
STUN	50, 50
STARTUP	6
ACTIVE	1, 4
RECOVERY	14
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES Only cancelable on 1st hit

HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 70
STUN	125, 75
STARTUP	6
ACTIVE	2 (8) 4
RECOVERY	18
ON HIT	+1
ON BLOCK	+4
CANCEL	SU

NOTES Only cancelable on 1st hit, forces standing

FORWARD STANDING NORMAL MOVES

→ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU, TC

NOTES —

→ + MP



HITS	2
BLOCK LEVEL	H
DAMAGE	30, 50
STUN	50, 50
STARTUP	15
ACTIVE	2 (1) 2
RECOVERY	17
ON HIT	+2
ON BLOCK	-5
CANCEL	—

NOTES Both hits cancelable to Super but not to Focus

→ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	12
ACTIVE	6
RECOVERY	18
ON HIT	+0
ON BLOCK	-9
CANCEL	SU

NOTES Projectile attack

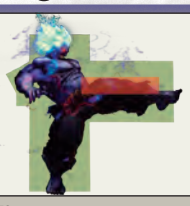
→ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	10
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES —

→ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	11
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

→ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	10
ACTIVE	2
RECOVERY	22
ON HIT	-2
ON BLOCK	-6
CANCEL	—

NOTES Juggle potential 1, spinning knockdown on airborne foes

Forward Standing Normals: Like Makoto, Dhalsim, and Hakan, Oni has a selection of "command" normals rather than close standing normals. Produce these by holding → when pressing your attack button.

→ + LP is covered under Target Combo 1 (in Unique Attacks).

→ + MP is a 2-hit overhead attack, like similar moves from Ryu and Akuma. This move is a good counterpoint to crouching LK and crouching MK, and can be kara canceled into Raging Demon before it hits to trap a point-blank opponent.

→ + HP is a unique normal move with a projectile hit around Oni's hand like Zangief's Banishing Flat. This move is a long-range poke and can be used to destroy incoming single-hit projectiles. Against opponents who start looking to snuff or out-prioritize → + HP with preemptive moves, fake it with standing HP to get them to whiff.

→ + LK is somewhat like a quicker version of Akuma's and Ryu's standing MK. This sleek, mid-hitting kick doesn't do much damage, but (aimed to hit from mid-range with just the tip) it's safe from retaliation, and functions as a great interruption move. You can also chain into it with CR.LK x3 ▷ → + LK, which isn't the most exciting combo in the world, but pushes you out of range of command/kara throws and is a true blockstring, and therefore a very useful sequence in certain matchups.

→ + MK is Oni's version of Ken's Forward Step Kick. It has myriad applications as a mid-range poke, whiff punisher, and counter-hit setup, and for its role enabling Oni's best kara cancels.

→ + HK is an interesting roundhouse kick that blasts airborne foes across the screen in a spinning knockdown. You can use this as an anticipatory poke from mid-range when you read that the opponent will jump forward, or as an early anti-air against long-range jump-in attacks. You can also juggle with this command kick after EX Rakan Dantojin or after EX Tatsu in the corner.



CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	5
ACTIVE	8
RECOVERY	18
ON HIT	-3
ON BLOCK	-8
CANCEL	SP, SU

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	150
STARTUP	8
ACTIVE	2
RECOVERY	23
ON HIT	—
ON BLOCK	-8
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	10
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	10
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile invincibility, juggle potential 1, soft knockdown on juggle hit

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	4
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~7f lower body projectile invincibility

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	9
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	3 (6) 2
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~5f lower body projectile invincibility, attack can only hit once

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	10
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~4f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~5f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	7
ACTIVE	5
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~6f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~3f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	7
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~5f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 1~5f lower body projectile invincibility

NORMAL THROWS

Oni's front throw blasts the opponent a long distance away, pushing them far toward the corner. It also gives you time to throw Gorai Hadoken or fully charge Gohadoken for wakeup pressure, or to whiff Rakan Dantojin (↺ + K) to close distance and build meter (usually your preferred option, unless you're fighting a grappler). Front throw can be kara canceled for a range boost with → + MK (standing HK and standing MK also work, but provide less of a range boost).

Back throw smacks the opposing character right behind Oni, like Akuma's back throw. This throw allows for immediate close-range, meaty setups against their wakeup. You can also jump, immediately "airdash" forward with LP Zanku Hadosho, then immediately perform Airborne Tatsumaki Zankukyaku above the foe's head to fall with a wild cross-up that makes most reversals whiff.

Back throw deals less stun than front throw, however, and swaps positions with the enemy, perhaps losing you ground. You should usually use kara-canceled front throw (→ + MK~LP + LK), unless you need to swap positions with back throw when you're cornered. You can still kara cancel back throw too with ← + MK~LP + LK, but the range increase isn't as good.



Ragou Souha LP + LK

DAMAGE	130
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.919

Shuretto ← + LP + LK

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.919

FOCUS ATTACKS

Oni's Focus Attack has received a small range buff in *Ultra Street Fighter IV*, and the hitbox now extends slightly beyond the tips of his fingers. This makes it more viable as a mid-range poke, and ensures that EX Red Focus combos from LK Rakan Dantojin (and even from → + HP except at max range).

Because Oni's → + MK is basically Ken's Forward Step Kick, Oni has some of the same kara-cancel tricks, including kara throw (mentioned already), kara Focus, and kara dash. Begin Oni's Focus Attack with → + MK~MP. If you performed it correctly, the range increase will be obvious, as with kara throw. If you perform it incorrectly, you'll simply get → + MK. Considering that you'll be using that move a lot anyway, and it was also strengthened in *USFIV*, this hardly even qualifies as an execution error and is more like an accidental option select. When using kara Focus as a poke, simply keep holding the medium buttons and release as desired (whether upon a lv.2 charge or on reaction to an absorbed hit). To kara dash, input → + MK~MP~ →. You cancel the first frame of → + MK startup (which moves Oni forward quite a bit) into Focus charge, which you then immediately cancel with the second → tap into forward dash. As with Ken's kara dash, this slightly boosts the distance traveled by Oni's dash while installing a momentary period of hyper armor at the beginning. This can be useful for getting that last little bit of distance in tight footsie battles when Focus absorb dashing through an anticipated mid-range poke, and for gaining extra distance from long range when Focus dashing through an incoming single-hit projectile.

Focus Attack dash canceling gives Oni absurd combo power (even with slight damage decreases to Rakan Dantojin). FADC from LK Rakan Dantojin or the first, close-ranged hit of MK Tatsumaki Zankukyaku to extend ground combos. New to *USFIV*, Oni finally joins the other shotos in being able to FADC from the first hit of a blocked Goshoryuken. (In older versions of *SFIV*, Oni cannot EX Focus cancel out of blocked Goshoryukens, so his uppercuts required an old-school sense of commitment.) EX Red Focus also combos and causes a crumple from many confirmable Oni moves, but he already has such dangerous and efficient FADC combo options that this is superfluous unless you can end a round by blowing all your resources at once (see Combo X).



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	36
ON HIT	-22 (-2)
ON BLOCK	-22 (-2

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-16 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	64
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	36
ON HIT	-22 (-2)
ON BLOCK	-22 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-16 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	64
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Gankauchi ← + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	12
ON HIT	+6
ON BLOCK	+2
CANCEL	SP, SU, TC

NOTES Juggle potential 1

Target Combo 1 → + LP ▷ MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Target Combo 2 ← + MP ▷ HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	160
STARTUP	7
ACTIVE	4
RECOVERY	17
ON HIT	+2
ON BLOCK	-3
CANCEL	SP, SU

NOTES Whiffs on crouching opponent



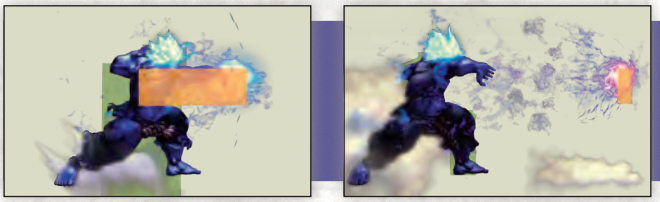
Gankauchi: This gut punch is Oni's best close-to-mid range frame trap attack, and it's also a vital building block of many of his link combos. When used as a poke, the long active period and hitbox extending slightly ahead of Oni's hurtbox gives it a Dudley-esque ability to counter hit the opponent's pokes, even though this move looks a little stubby. Whether on hit or block, ← + MP ▷ ↻ + LK is a staple of Oni's offense. You can cancel quite late during ← + MP's action and still connect the two moves. LK Rakan Dantojin will only whiff if you hit ← + MP from maximum range, so be wary of that. Like similar moves from Dudley and Cody, ← + MP doesn't push Oni that far away from his target on hit or block, and the frame data on hit is excellent. You can link ← + MP into another ← + MP to prolong ground combos, or link it into crouching HP to force crouching victims to their feet. Get used to plinking this with ← + MP~LP.

This move is also important as a juggle ender. You can use ← + MP to juggle the opponent and force them to flip to their feet with air recovery. You can cancel ← + MP in this situation into Gorai Hadoken or charged Gohadoken to force your opponent to block a meaty fireball, or HK/EX Rakan Dantojin for a risky ground cross-up as they land. You can also just walk forward and kara throw them, check them low with crouching LK or MK, or just block and see if they whiff something big. The chance to juggle with ← + MP is most common after air-to-ground Tatsu (whether frontal or cross-up), and also after grounded EX Tatsu in the corner.

Target Combo 1: Oni's standing LP and crouching LP are his only 3-frame normals. This command variation of standing LP strikes in 4 frames, 1 frame slower, but Oni rotates his shoulders and leans into the punch, so it has a little bit more range. Its high profile and slightly extended reach mean that it just reaches over short-ranged low-profile attacks like crouching LK crouch techs, striking the opposing character in the face. On hit or block, → + LP can be chained into MP. This is special-cancelable, although combos into LK Rakan Dantojin from this target combo can be inconsistent. The best part of this chain is that, just like standalone standing MP, it leaves Oni at a neutral frame situation on block, so, unlike most target combos, it's totally safe to throw out.

Target Combo 2: Gankauchi into a follow-up standing HP. Unlike a raw standing HP, this whiffs against crouching opponents. Only perform ← + MP ▷ HP when you've visually confirmed a hit against a standing target; don't use this target combo as a blockstring. In combos against a standing opponent, it's a great, easy way to add punch (pun intended) to any ← + MP hit.

SPECIAL MOVES



Gohadoken ↻ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	13
ACTIVE	—
RECOVERY	35
ON HIT	-4
ON BLOCK	-8
CANCEL	SU

NOTES LP version lasts 33f, MP version lasts 31f, HP version lasts 28f, puts airborne opponent in limited juggle state

Charge Gohadoken ↻ +hold P

HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 40
STUN	50, 50
STARTUP	45
ACTIVE	—
RECOVERY	33
ON HIT	+6
ON BLOCK	+2
CANCEL	SU

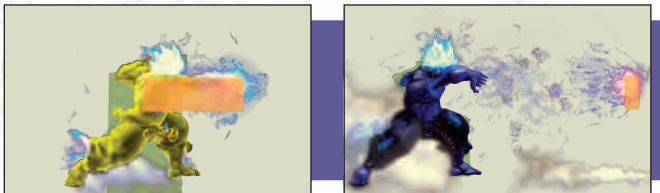
NOTES Puts airborne opponent in limited juggle state, 2nd hit juggle potential 1

Gohadoken: Oni hurls a fireball that fizzles out after traveling a little past halfway across the screen. This means that Gohadokens are unsuitable for long-range fireball wars or sustained full-screen zoning, but they are excellent zoning tools when used precisely from maximum range. Gohadokens can be valuable both to cancel out the opponent's fireballs and for mid-to-long range poking. You just have to use some discretion. Stick to using Gohadokens from the very edge of their range, where the opponent isn't quite close enough yet to score a jump-in combo when they correctly anticipate your fireball. Gohadokens have a good synergy from this range with Oni's standing HP and → + HP.

Oni releases and recovers from each strength of Gohadoken at the same speed. The only difference between button strengths is the travel speed of the Gohadoken itself. LP Gohadoken travels slower, so it takes slightly longer for it to hit its "fizzle" distance, while HP Gohadoken arrives at its fizzle point quicker. This lets Oni pump out HP Gohadokens faster than LP Gohadokens, since most characters can't have more than one fireball onscreen at once (as with anything there are exceptions, like Juri). Many characters like LP fireballs for a longer-lived onscreen hazard than heavier strengths. Heavier fireballs usually leave the screen (or contact the opponent) sooner, therefore creating a shorter-lived hazard. But Oni's fireballs don't serve the same kind of function as Guile's Sonic Booms, for example, and should be thought of almost as longer-range extensions of → + HP than as traditional fireballs. Oni can't compete with full-screen fireball zoning characters tossing HP projectiles, but within half screen, few characters can pump out projectiles faster, especially since most characters have to wait for a projectile that misses to exit the screen entirely before a follow-up. During this time, the opponent can simply walk forward unimpeded.

Like with Gouken, Oni's Gohadokens can be charged. Hold down whichever button you use to throw a fireball in order to begin charging it. Charge Gohadoken fully and it will travel the full length of the playing field, while gaining an extra hit. This is ill-advised from mid-range or nearer, since this gives the opponent even more time to jump in. But from full-screen against a passive opponent, fully-charged Gohadokens can remind your foe that Oni isn't bereft of long-range options. You can also cancel into a fully-charged Gohadoken from an anti-air standing HP, or a juggle with ← + MP.

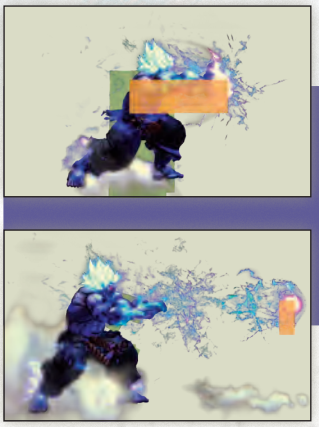
Oni's EX Gohadoken hits twice and travels the full distance of the screen. It's basically a fully-charged Gohadoken without the charge period.



EX Gohadoken ↻ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	13
ACTIVE	—
RECOVERY	31
ON HIT	+4
ON BLOCK	+4
CANCEL	SU

NOTES Puts airborne opponent into limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2



LP Gorai Hadoken

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	150
STARTUP	28
ACTIVE	–
RECOVERY	25
ON HIT	–
ON BLOCK	-3
CANCEL	SU

NOTES Soft knockdown, puts opponent into limited juggle state, juggle potential 1

MP Gorai Hadoken

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 30
STUN	100, 100
STARTUP	29
ACTIVE	–
RECOVERY	31
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES Soft knockdown, puts opponent into limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2

HP Gorai Hadoken

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 50, 20
STUN	100, 100, 50
STARTUP	31
ACTIVE	–
RECOVERY	37
ON HIT	–
ON BLOCK	+1
CANCEL	SU

NOTES Soft knockdown, puts opponent into limited juggle state, 2nd hit juggle potential 1 and does not increase juggle count, 3rd juggle potential 2

EX Gorai Hadoken

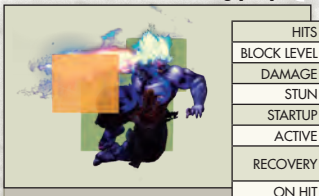
HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 50, 50
STUN	100, 100, 50
STARTUP	25
ACTIVE	–
RECOVERY	26
ON HIT	–
ON BLOCK	+12
CANCEL	SU

NOTES Soft knockdown, puts opponent into limited juggle state, 2nd hit juggle potential 1 and does not increase juggle count, 3rd juggle potential 2

Gorai Hadoken: Oni's electric fireball is similar to Akuma's Shakanetsu Gohado. This projectile requires more startup time than Gohadoken, leaving Oni more vulnerable at the outset, making this move really inappropriate from mid-range, where an opponent can jump in on reaction to startup. But from long range, with time to squeeze one out between the opponent's fireballs, Gorai Hadoken allows Oni to bully past most other projectiles, since HP Gorai Hadoken hits three times. It also knocks the opponent down on hit, allowing Oni to get closer safely while they're floored.

LP fires and recovers fastest and hits once, while HP is the slowest but hits three times. The EX version has much faster startup and recovery, while hitting three times like the HP version. This accelerated startup means you can squeeze out the EX version quickly for a highly-durable fireball in a long-range war against an insufferable zoner. It also enables rewarding close-range counter-hit setups (see Combo VIII).

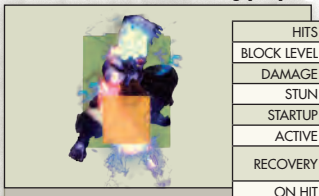
LP Zanku Hadosho During jump + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	11 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SU, SP

NOTES Recovery cancelable from 5th frame until ground, soft knockdown on airborne opponent, puts airborne opponent in limited juggle state, juggle potential 1

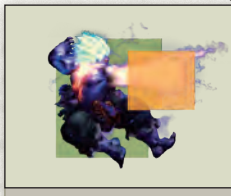
MP Zanku Hadosho During jump + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	11 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SU, SP

NOTES Recovery cancelable from 6th frame until ground, , soft knockdown on airborne opponent, puts airborne opponent in limited juggle state, juggle potential 1

HP Zanku Hadosho During jump + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	16 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SU

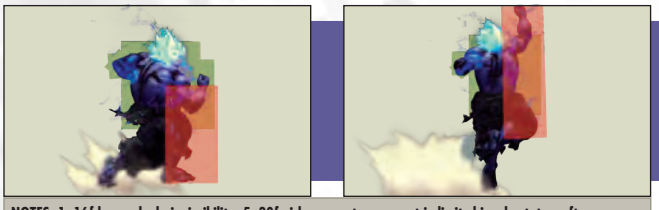
NOTES soft knockdown on airborne opponent, puts airborne opponent in limited juggle state, juggle potential 1

Zanku Hadosho: Oni's "Airdash." The button strength determines the trajectory. LP moves Oni forward in a straight line, MP moves him upward and slightly forward in a curve, and HP moves him backward in a line. Each version has a projectile hitbox around Oni's propelling hand. On the backwards-moving HP version, this hitbox makes for an excellent retreating/baiting maneuver. You can pretend to jump-in at the enemy, then perform HP Zanku Hadosho either early in the jump, or at the apex. An opponent who happened to try their own jump-in at the same time will be blown out of the sky. If Oni's S.C. Gauge is fully-loaded, it's possible to cancel HP Zanku Hadosho into aerial Raging Demon.

LP and MP Zanku Hadosho can be canceled into Airborne Tatsumaki Zankukyaku. This gives Oni a unique spin on the aerial Tatsu shenanigans in which shoto players can engage. You can perform LP Zanku Hadosho to zip right over the top of the opponent, then come down with aerial Tatsu on the other side. You can also perform jump-ins using high altitude LP "Airdash" into air Tatsu while falling. The backwards-moving HP version cannot be canceled into Tatsu. If you cancel LP or MP Airdash into Airborne EX Tatsu, you'll get a unique version of EX Tatsu that drops Oni straight to the ground. This version hits only once, blasts the opponent into a limited juggle state, and has more grounded recovery than other aerial Tatsus. This variation is good as a rare, weird change-up, but not as a staple trick.

If you have the kind of execution needed for C. Viper-type tricks, you can perform "instant" Airdashes into early Airborne Tatsumakis for almost triangle-jump-like movement. Perform LP Zanku Hadosho immediately after leaving the ground either with a precise motion of ↓↘→ + LP or by simply performing →↓↘ + LP extremely fast. It can be helpful for timing to think of the motion for instant Airdashes as ↓↘→↘ + LP. Immediately perform ↓ + HK for an Airborne Tatsu. Perfectly done, this will cross-up close-range opponents while causing most reversals to whiff in the wrong direction. This is an especially dirty trick to employ after a close-range hard knockdown, like back throw, sweep, or Goshoryuken ▷ FADC. Beware that if you mess up, you'll get a potentially-catastrophic instant jumping LP, which is the opposite of scary.

LP Goshoryuken →↓↘ + LP



HITS	3 (2)
BLOCK LEVEL	HL
DAMAGE	80, 30, 30 (80, 40)
STUN	80, 60, 60
STARTUP	3
ACTIVE	2, 12
RECOVERY	14+10
ON HIT	–
ON BLOCK	-15
CANCEL	SU

NOTES 1~16f lower body invincibility, 5~30f airborne, puts opponent in limited juggle state, soft knockdown, only the 1st hit cancelable on block, on block deals less damage and has fewer hits, on hit 2nd and 3rd hits juggle potential 1 and 2, on airborne hit or whiff 2nd hit juggle potential 1

Goshoryuken: Oni's "Dragon Punch" produces different results depending on when it hits. If the initial frames don't contact anything, Oni leaves the ground with an upward-arcing punch like the other shotos. On contact, like as an early anti-air, this hits once. If the initial frames of Goshoryuken connect, Oni goes into a brief, canned animation with the opponent in which he strikes them twice before launching upward with the final punch. It's sort of like a miniature version of Ryu's Shin Shoryuken. New to *USFIV*, Goshoryuken can be canceled on block during the first hit. You won't have time to hit-check, you'll just have to do it. This leads to extra safety on block instead of just whiffing a reversal Dragon Punch. On hit, the opponent is put into a hard knockdown, unique among Shoryuken-style moves. You can also FADC from the second hit of Goshoryuken on hit only, and this enables you to juggle with MK Sekisei Jiraiken or either Ultra, but Oni has far better FADC combo options.



You may get away with using LP Goshoryukens as educated-guess ground reversals here and there, as with Ken, but don't make this a constant habit. Early LP Goshoryuken works well as an anti-air against jump-ins on top of Oni, and enables follow-up juggles (even into immediate jumping Raging Demon!). Against deeper jump-ins, go with MP Goshoryuken for the tall initial hitbox, or EX Goshoryuken for the assured priority. Note that EX Goshoryuken does amazing chip damage on block, worth keeping in mind late in a round when the opponent has only a bit of vitality left.

In combos, HP Goshoryuken and HK Tatsumaki Zankukyaku do the same damage, but the Hurricane Kick is generally desired for the corner carry and immediate anti-quick-stand pressure.

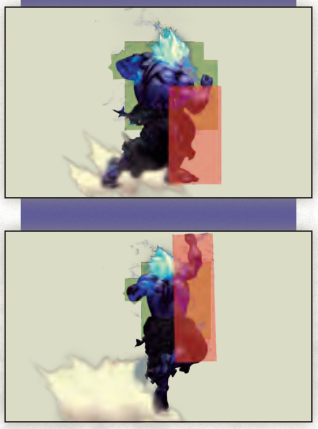
Goshoryukens don't shatter Focus Attacks unless they're used with reversal timing. However, because of the invincibility on HP Goshoryuken, you can react to your up-close cancelable pokes being Focus-absorbed by immediately Dragon Punching. This will blow away the opposition's Focus release, but beware that your uppercut may whiff if your opponent opts to backdash after the hit absorption.

MP Goshoryuken

↷ + MP

HITS	3 (2)
BLOCK LEVEL	HL
DAMAGE	70, 50, 30 (70, 40)
STUN	80, 60, 60
STARTUP	3
ACTIVE	2, 12
RECOVERY	25+10 ON GROUND
ON HIT	–
ON BLOCK	-26
CANCEL	SU

NOTES 1~4f invincible, 5~30f airborne, puts opponent in limited juggle state, soft knockdown, only the 1st hit cancelable on block, on block deals less damage and has fewer hits, on hit 2nd and 3rd hits juggle potential 1 and 2, on airborne hit or whiff 2nd hit juggle potential 1

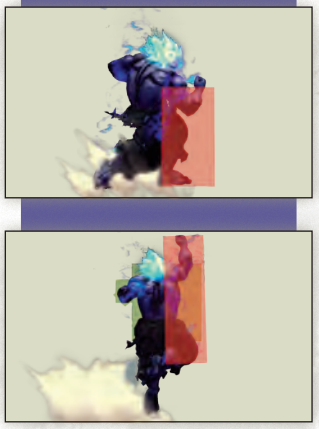


HP Goshoryuken

↷ + HP

HITS	3 (2)
BLOCK LEVEL	HL
DAMAGE	80, 50, 30 (80, 40)
STUN	80, 60, 60
STARTUP	3
ACTIVE	4, 12
RECOVERY	28'+10 ON GROUND
ON HIT	–
ON BLOCK	-29
CANCEL	SU

NOTES 1~5f invincible, 6~7f invincible to strikes, 8~46f airborne, puts opponent in limited juggle state, soft knockdown, only 1st hit is cancelable on block, on block deals less damage and has fewer hits, only first two hits cancelable on hit, on hit 2nd and 3rd hits juggle potential 1 and 2, on airborne hit or whiff 2nd hit juggle potential 1

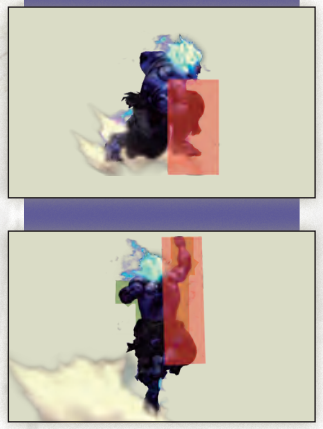


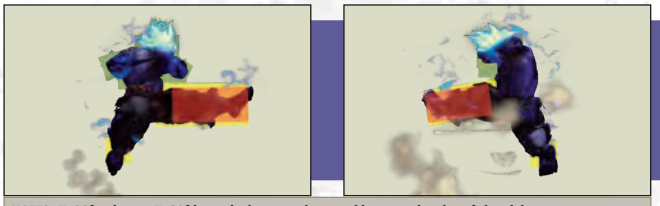
EX Goshoryuken

↷ + P P

HITS	3
BLOCK LEVEL	HL
DAMAGE	100, 50, 40 (100, 75, 80)
STUN	80, 60, 60
STARTUP	3
ACTIVE	4, 2, 10
RECOVERY	28+10 ON GROUND
ON HIT	–
ON BLOCK	-27
CANCEL	SU

NOTES 1~18f invincible, 5~46f airborne, only 1st hit is cancelable on block, only first two hits cancelable on hit, on hit 2nd and 3rd hits juggle potential 1 and 2, on airborne hit or whiff 2nd hit juggle potential 1 and 3rd hit juggle potential 2





NOTES 7~32f airborne, 7~20f lower body projectile invincible, armor break, soft knockdown, puts opponent into free juggle state

LK Tatsumaki Zankukyaku

← + LK

HITS	2
BLOCK LEVEL	HL
DAMAGE	110
STUN	150
STARTUP	11
ACTIVE	2 (6) 2
RECOVERY	12+8 ON GROUND
ON HIT	–
ON BLOCK	-9
CANCEL	–



MK Tatsumaki Zankukyaku

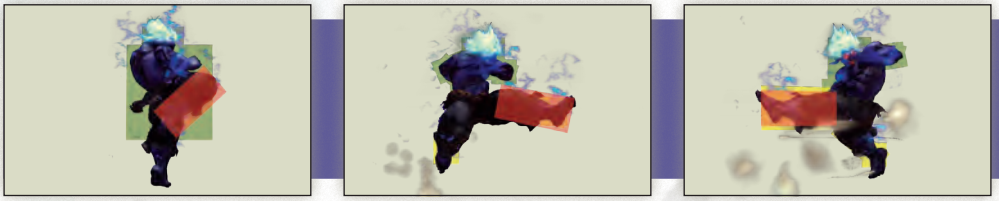
← + MK

HITS	4
BLOCK LEVEL	HL
DAMAGE	80, 50
STUN	100, 50
STARTUP	5
ACTIVE	2 (5) 2 (5) 2 (5) 1
RECOVERY	16+12 ON GROUND
ON HIT	–
ON BLOCK	-22
CANCEL	SU

NOTES 7~42f airborne, 7~26f lower body projectile invincible, armor break, soft knockdown, only cancelable on 1st hit, 2nd hit puts opponent into limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2

Tatsumaki Zankukyaku: Oni's version of "Hurricane Kick" is one of his best ground combo enders and a great jump-in/cross-up tool. Air versions can be canceled into from LP and MP Zanku Hadosho Airdashes. Ground MK Tatsumaki is a great juggle ender after EX Tatsumaki in the corner or cross-up air Tatsumaki. End ground combos with HK Tatsumaki to carry the victim toward a corner while dealing solid damage. Hold ↷ for an immediate cross-up attack, if your opponent opts to quick stand after eating HK Tatsu. For a frontal attack, hold ← while recovering from HK Tatsu to walk backwards ever so briefly, then jump forward. Since the opponent is busy falling to the ground and probably timing their quick standing input, it can be hard for them to tell whether you jumped immediately for a cross-up, or stepped back then jumped for a frontal jump-in. To further complicate things for them once you've shown them both halves of this mix-up, you can then step backwards for a moment, jump forward, then zip over the opposing character's head just before landing with LP Zanku Hadosho → Airborne HK Tatsu. Properly timed, this will even cross-up crouching opponents.

HK Tatsumaki Zankukyaku

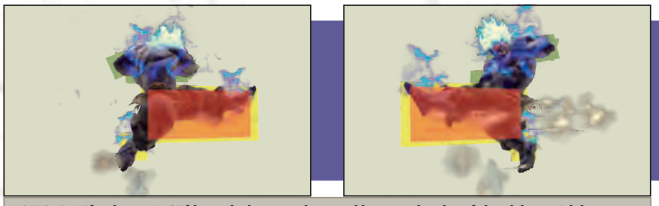


HITS	6
BLOCK LEVEL	HL
DAMAGE	80, 40, 40
STUN	100, 50, 50
STARTUP	5
ACTIVE	2 (4) 2 (5) 1 (5) 1 (5) 1 (5) 1
RECOVERY	13+8 ON GROUND
ON HIT	–
ON BLOCK	-13 (-7)
CANCEL	SU

NOTES 7~49f airborne, 7~36f lower body projectile invincible, armor break, soft knockdown, only cancelable on 1st hit, hits after 1st hit put opponent into limited juggle state, crossover hit safer on block, 2nd hit juggle potential 1, 3rd hit juggle potential 2

Heavier versions travel farther and add more hits. MK and HK versions begin with a close-range knee strike that forces standing. This guarantees that the follow-up spinkicks all hit, but this initial knee strike whiffs outside of point-blank range. On crouching characters, all Hurricane Kick follow-up kicks whiff. All versions of this attack are unsafe when blocked. If, against a standing foe, you FADC from the first hit of MK Tatsu, you'll have a long time to link a follow-up hit, even longer than after LK Rakan Dantojin ▷ FADC. You actually have enough time to land the full cinematic version of Ultra II immediately after MK Tatsu (1 hit) ▷ FADC against a crouching foe. This can be verified with a close-range hit-check into the initial knee strike (as in Combo VII).

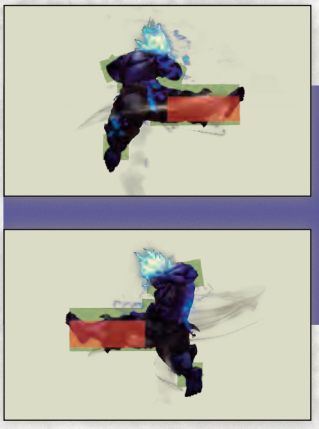
EX Tatsumaki Zankukyaku



HITS	5
BLOCK LEVEL	HL
DAMAGE	30X4, 40
STUN	40X5
STARTUP	11
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	18+3 ON GROUND
ON HIT	–
ON BLOCK	-1
CANCEL	–

NOTES 5~45f airborne, 6~27f lower body projectile invincible, armor break, soft knockdown, 5th hit puts standing opponent in limited juggle state, all hits put airborne opponent into limited juggle state, soft knockdown, all hits juggle potential 5

EX Tatsumaki Zankukyaku spins in place hitting multiple times and knocks the enemy far away. You can juggle afterwards in the corner. EX Tatsu does the same damage as HK Tatsu, so the decision to spend the meter will come down to positioning. You might also choose to spend meter to insure a combo works when you can't be sure the opponent will be standing, like when poking with the tip of crouching MP. Outside of combos, EX Tatsumaki has value as an anti-crouch tech/anti-throw escape tool. When you read that the opponent will wakeup with a standing throw tech or low-profile crouch tech (or if they're apt to do these things during close-range footsies), you can represent throw/tick-throw pressure by pressing against the opposing character, then doing raw EX Tatsu. Since EX Tatsu is off the ground, it will fly over many crouching moves, and it will blow away attempts to throw or break throws. As a bonus, it also shatters Focus Attacks.



LK Airborne Tatsumaki Zankukyaku
During jump + LK

HITS	3
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	9
ACTIVE	2 (6) 2 (6) 2
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAXIMUM
CANCEL	–

NOTES Puts opponent into limited juggle state, soft knockdown, 2nd hit juggle potential 1

MK Airborne Tatsumaki Zankukyaku
During jump + MK

HITS	3
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	7
ACTIVE	2 (6) 2 (6) 2
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAXIMUM
CANCEL	–

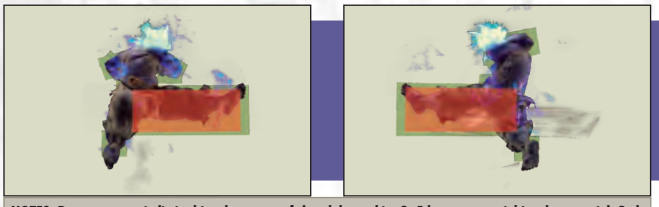
NOTES Puts opponent into limited juggle state, soft knockdown, 2nd hit juggle potential 1

HK Airborne Tatsumaki Zankukyaku
During jump + HK

HITS	3
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	7
ACTIVE	2 (6) 2 (6) 2
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAXIMUM
CANCEL	–

NOTES Puts opponent into limited juggle state, soft knockdown, 2nd hit juggle potential 1

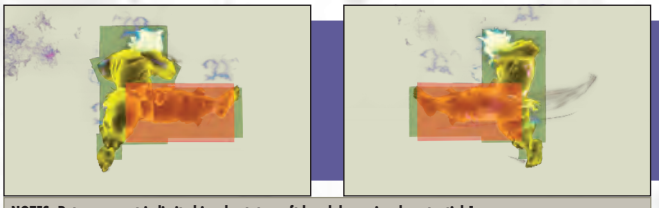
EX Airborne Tatsumaki Zankukyaku
During jump + K K



HITS	5
BLOCK LEVEL	HL
DAMAGE	40X5
STUN	50X5
STARTUP	7
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Puts opponent in limited juggle state, soft knockdown, hits 2~5 have sequential juggle potential: 2nd hit juggle potential 1, 3rd hit juggle potential 2, etc

EX Airborne Tatsumaki Zankukyaku (alternate)
After Zanku Hadosho, + K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	7
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAX
CANCEL	–

NOTES Puts opponent in limited juggle state, soft knockdown, juggle potential 1



LK Sekisei Jiraiken ↓↘→ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	150
STARTUP	18
ACTIVE	7
RECOVERY	21
ON HIT	–
ON BLOCK	-7
CANCEL	SU

NOTES 1f throw invincible, 2~21f airborne, hard knockdown, juggle potential 1

MK Sekisei Jiraiken ↓↘→ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	150
STARTUP	18
ACTIVE	7
RECOVERY	20
ON HIT	–
ON BLOCK	-6
CANCEL	SU

NOTES 2~21f airborne, hard knockdown, juggle potential 2

HK Sekisei Jiraiken ↓↘→ + HK

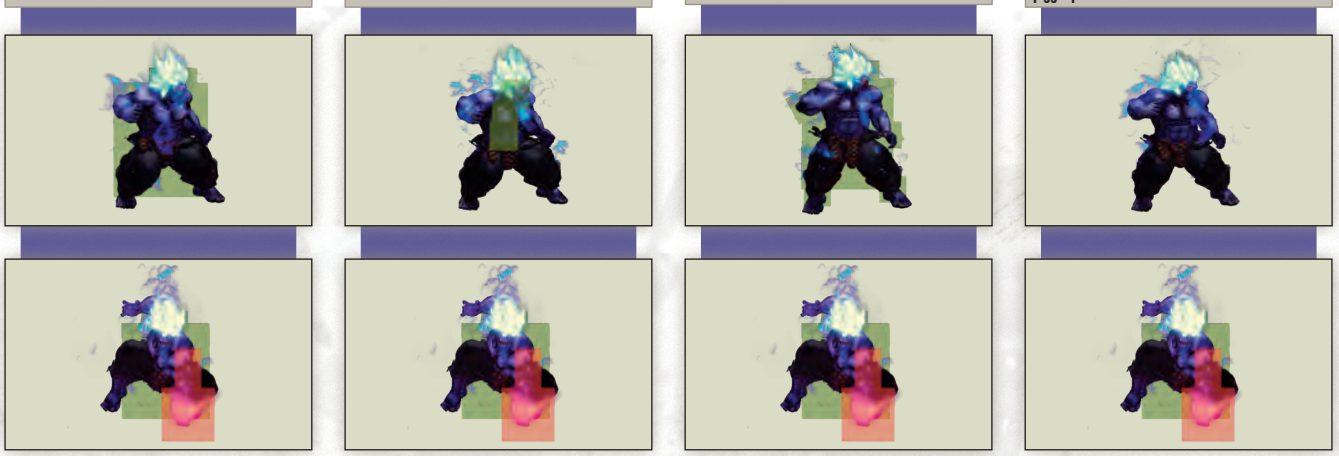
HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	150
STARTUP	30
ACTIVE	11
RECOVERY	15
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES 4~33f airborne, hard knockdown

EX Sekisei Jiraiken ↓↘→ + K K

HITS	2
BLOCK LEVEL	H
DAMAGE	80, 90
STUN	100, 200
STARTUP	23
ACTIVE	4, 3
RECOVERY	29
ON HIT	–
ON BLOCK	-9
CANCEL	SU

NOTES 1f invincible, 2~26f airborne, hard knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2

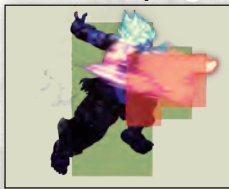


Sekisei Jiraiken: Oni's evolution of the Demon Flip Palm. He leaps up into the air and then falls with a crushing fist. On hit, Sekisei Jiraiken (usually just called "Demon Smash") causes a hard knockdown, allowing for immediate close-range meaty pressure, safe jumps, or cross-ups. EX Sekisei Jiraiken hits high, so it must be blocked standing, while the other versions can be blocked either standing or crouching. Only the HK version is safe on block, but the speed and awkward hit angle of the LK and MK versions mean that you can often get away with using them anyway, unless your opponent is ready with a far-reaching and fast punish like Rufus's standing LP ▷ EX Galactic Tornado.

The LK version can be used to end close-range combos (like canceled from CR. HP) against standing foes with good damage and a great position after a hard knockdown. Immediately whiff standing LK and hold ↑ for an immediate neutral jump. Fall with jumping MK while holding ← to block immediately upon landing; if the opponent wakes up with normal timing and uses a reversal, you'll land and block while it whiffs. Take the opportunity to punish with a max-damage standing HP combo. If they use delayed wakeup, you'll still be up close for wakeup pressure. When the opposing player is wary of this safe jump, vary your approach sometimes by jumping immediately after LK Demon Smash. Airdash forward just before landing with LP Zanku Hadosho canceled into Airborne HK Tatsu to zip just over their heads with a cross-up Hurricane Kick.

The LK version also has 1 frame of throw invincibility, so use this version up close to preemptively escape normal throws and to make yourself unthrowable against dangerous command throw characters. In *SSFIV: AE 2012*, this job belonged to the MK version, which was fully invincible for a frame. Alas, that multi-purpose tool is gone. The MK version does less damage but works in more juggle combos, and the HK version has longer windup, making it less frightening to begin with, but it's safe on block. If you can manage to work HK Demon Smash in here and there, you can make it harder for the opponent to distinguish when you've used the vulnerable LK and MK versions. If you want any invincibility out of Demon Smash in *USFIV*, you'll have to use the EX version, which has 1 initial frame of invulnerability, and is then airborne on frame 2. This duplicates the functionality of escape MK Demon Smash in AE2012, but at the cost of one bar and accompanied by an obvious yellow flash. On hit or block, it's possible to Focus dash cancel out of Sekisei Jiraiken recovery to make it safe, but the timing is exacting. Input MP + MK just after hitstop on block/on hit, just before Oni lands.

LK Rakan Dantojin ⊙ + LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	130
STARTUP	17
ACTIVE	2
RECOVERY	25
ON HIT	+1
ON BLOCK	-2
CANCEL	SU

NOTES Puts airborne opponent in free juggle state, soft knockdown on airborne opponent

MK Rakan Dantojin ⊙ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	30
ACTIVE	2
RECOVERY	25
ON HIT	–
ON BLOCK	-4
CANCEL	SU

NOTES 10~28f projectile invincibility, soft knockdown

HK Rakan Dantojin ⊙ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	34
ACTIVE	2
RECOVERY	25
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES Soft knockdown

Rakan Dantojin: Oni's other moves are permutations of Akuma's versions of Shotokan techniques, but Rakan Dantojin, or "Demon Slash," is strictly property of Oni, and is a character-defining attack. Oni twirls laterally then hits at the end with a sweeping midsection blow. The LK version travels just a small distance and leaves Oni at -2 on block, relatively safe against most opponents (but, of course, not safe against grapplers and characters loaded with 1- and 2-frame Supers/Ultras, so replace LK Demon Slash with HP Gohadoken in these situations). End blockstrings with ← + MP or crouching HP canceled into LK Demon Slash to move in. On hit, the +1 advantage gives Oni initiative in any close-range exchange. Go for either an immediate throw, CR.LP against characters with 3-frame normals of their own, CR.LP + LK for a low hit with a throw tech built in, LK Demon Smash (Sekisei Jiraiken) to counter immediate pokes and throw attempts, or simply block and give the opponent a chance to make a mistake. On block, the -2 disadvantage means you'll get counter-hit for pressing things if opponents with 3- and 4-frame attacks strike immediately, but you may still be able to pressure on block depending on your opponent's character and tendencies.

On any confirmed hit into LK Demon Slash, you can opt to FADC to extend the combo. Link afterwards with either standing LP for ease, crouching MP or ← + MP for versatility, or crouching HP for damage and stun. Follow-ups after LK Demon Slash ▷ FADC depend on remaining meter, screen position, and whether the opponent is in standing or crouching hitstun, but there is always something nasty you can do with this move and spare meter.

The MK version hits slightly later and knocks down, but is unsafe on block unless you Focus cancel from the hit, which is not a great way to spend meter regularly. If you anticipate a fireball from mid-range, you can pass through the shot with MK Demon Slash. The HK and EX versions will pass through the opponent if you're close enough, crossing them up and becoming a slightly different attack on the other side. The crossover versions of HK/EX Rakan Dantojin cannot be Focus canceled and are punishable on block, so this is an all-in proposition. Like the MK version, the EX version can be used to pass through projectiles you anticipate, but from much farther away, rewarding you with a chance to juggle into Ultra on hit.

HK Rakan Dantojin Crossover

Near opponent ↓ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	150
STARTUP	28~38
ACTIVE	4
RECOVERY	20
ON HIT	—
ON BLOCK	-8
CANCEL	—

NOTES 22~30f can pass through opponent, soft knockdown

EX Rakan Dantojin

↓ + K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (80)
STUN	200 (100)
STARTUP	34
ACTIVE	2
RECOVERY	31
ON HIT	—
ON BLOCK	-13
CANCEL	SU

NOTES 1~38f projectile invincible, puts opponent in limited juggle state, soft knockdown

EX Rakan Dantojin Crossover

Near opponent ↓ + K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	29~41
ACTIVE	3
RECOVERY	23
ON HIT	—
ON BLOCK	-9
CANCEL	SU

NOTES 1~34f projectile invincible, 18~30f can pass through opponent, puts opponent in limited juggle state, soft knockdown

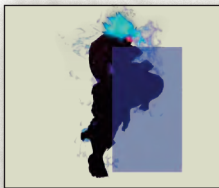
SUPER & ULTRA COMBOS

Super Combo: Raging Demon: Like Evil Ryu and Akuma, the "Satsui no Hado" fills Oni with the potential for this ultimate "Instant Hell Murder" attack. Performed with an abnormal button sequence, Raging Demon is an instant, briefly invincible command throw on the ground, and an air-to-air strike when performed while jumping.

Oni has plenty of worthwhile ways to spend meter, but he also has very strong basic tactics and combos without spending it; depending on your playstyle and the pace of the match, you may or may not end up with chances to use Raging Demon.

Raging Demon

LP LP → LK HP

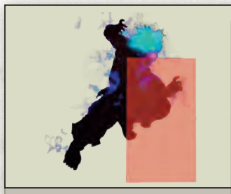


HITS	15
BLOCK LEVEL	—
DAMAGE	14X20, 90
STUN	0
STARTUP	1+0
ACTIVE	37
RECOVERY	13
ON HIT	—
ON BLOCK	—

NOTES 1~3f invincible, hard knockdown

Air Raging Demon

During jump, LP LP → LK HP



HITS	15
BLOCK LEVEL	—
DAMAGE	20X14, 70
STUN	0
STARTUP	1+0
ACTIVE	30
RECOVERY	32 ON GROUND
ON HIT	—
ON BLOCK	—

NOTES Does not hit standing opponents, hard knockdown, juggle potential 2

Its most game-changing use is as an instant reversal against moves that are normally not punishable. For example, after eating a Zangief combo into LP Banishing Flat, which is now safe on hit in *USFIV* at -2, you can simply buffer LP x2 toward the end of your hitstun, then recover with → + LK + HP.

Raging Demon is active on the very next frame after you finish the input, instantly as far as *USFIV* is concerned. If you activate it right next to the opponent and they're not already off the ground (or making themselves invincible to throws in some other way) then they're getting grabbed. You can use this to your advantage by using Raging Demon at point-blank range, like after dashing in, or after the opponent blocks one of your frame trap openers, most notably CR.MP or ← + MP. From these openers you can kara cancel Raging Demon startup for extra forward range to be sure the opponent won't have room to escape, since Raging Demon is only instant at point-blank range. For example, from a standard hit-check into ← + MP, recognize when the opponent is blocking and buffer LP x2 at the very end of ← + MP recovery. The instant you're free to move again, input → + K K K ~ HP. For a split second, the beginning of → + HK animates, moving Oni flush against his prey, then Raging Demon begins before → + HK actually hits. This works with → + MP as well (cancel into Demon before the first hit of the overhead; if you accidentally cancel from the first hit, they'll be able to jump away, like if if you accidentally allow a jab to slip out and contact the opponent during the LP LP portion of the command.) This can work with → + MK too, but this is actually harder to implement in *USFIV* than in previous versions, since → + MK received faster startup, giving you less time to kara cancel into Demon.

As with Akuma and Evil Ryu, Raging Demon is unique among attacks in that it can interrupt almost any normal move on hit, block, or even whiff. You can whiff something like a sweep right in front of the enemy, normally a very punishable scenario, then cancel recovery into Raging Demon if the opposition flinches. You can also cancel virtually any action into Raging Demon on reaction to the enemy's Focus absorption. Keep this kind of uncertain use of Demon to a minimum, though, just to keep the opponent on their toes.

Meido Gohado

↓ ↓ + P P P

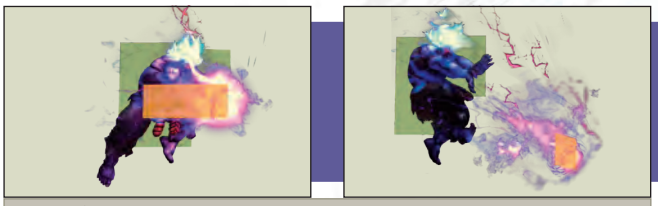


HITS	8
BLOCK LEVEL	HL
DAMAGE	45X7, 60 (30X6, 75, 195)
STUN	0
STARTUP	1+9
ACTIVE	1 (1) 1
RECOVERY	86
ON HIT	—
ON BLOCK	-3

NOTES 1~10f invincible, 1st hit armor break, if 1st hit connects goes into cinematic, 2nd attack is a projectile, hits 1~9 have sequential juggle potential: 1st hit juggle potential 1, 2nd hit juggle potential 2, etc

UCI: Meido Gohado, Messatsu-Gozanku, Messatsu-Gotenha: This Ultra is really four Ultras in one. ↓ ↓ + P P P is a long-range projectile Ultra on the ground, like Ryu's Metsu Hadoken and Sagat's Tiger Cannon. If the very first active frame hits up close on a grounded target, this Ultra actually transitions to a cinematic finish, unique among projectile Ultras. ↓ ↓ + P P P while jumping produces the only aerial projectile Ultra in the game, which shoots at a 45-degree angle downward. On the ground, ↓ ↓ + K K K produces a vertical anti-air projectile Ultra that works a little bit like Blanka's Anti-Air Shout of Earth. You probably won't see many chances to use it—it requires that an opponent jump right over your head with pretty sloppy timing—but the point of this Ultra is situational variety, and the standard versions see plenty of use.

You'll primarily stick to the grounded ↓ ↓ + P P P version, using it on reaction to blow away standard projectiles in fireball fights. It's also good for juggling after various setups (like after EX Gorai Hadoken, EX Rakan Dantojin, and Goshoryuken (2 hits) ▷ FADC). Although Ultra II does more raw damage in ideal circumstances, Ultra I does more damage in these juggles. If you use it by itself up close (or on reaction to the enemy's close-range Focus charge) this acts as an invincible reversal that transitions into a time-consuming combo cinema (which can be good or bad as time is running out during a tight round, depending on which end of the vitality lead you're on). You can also combo into the cinematic version after landing a Focus crumple.



NOTES 1~2f invincible, hits 1~9 have sequential juggle potential: 1st hit juggle potential 1, 2nd hit juggle potential 2, etc.

Messatsu-Gozanku

During jump, ↓↙← + P P P

HITS	8
BLOCK LEVEL	HL
DAMAGE	45X7, 60
STUN	0
STARTUP	1+11
ACTIVE	–
RECOVERY	51 ON GROUND
ON HIT	–
ON BLOCK	–

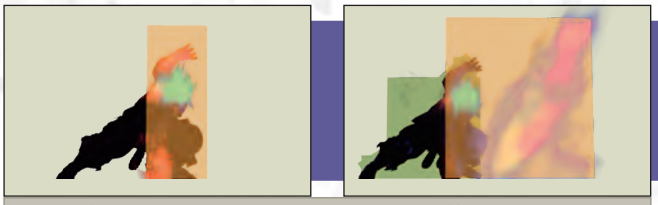


NOTES 1~9f invincible, hard knockdown, hits 1~9 have sequential juggle potential: 1st hit juggle potential 1, 2nd hit juggle potential 2, etc.

Messatsu-Gotenha

↓↙← + K K K

HITS	8
BLOCK LEVEL	HL
DAMAGE	45X7, 60
STUN	0
STARTUP	1+9
ACTIVE	–
RECOVERY	84
ON HIT	–
ON BLOCK	–



NOTES 1~12f invincible, attack counts as a projectile, goes into animation if first hit connects against opponent not in juggle state, armor break, hard knockdown, hits 2~8 have sequential juggle potential: 2nd hit juggle potential 5, 3rd hit juggle potential 6, etc.

Tenchi Sokaigen

↓↙←↓↙← + P P P

HITS	7 (2)
BLOCK LEVEL	HL
DAMAGE	38X7 (225, 300)
STUN	0
STARTUP	1+8
ACTIVE	2, 3X7
RECOVERY	48
ON HIT	–
ON BLOCK	-30

UCII: Tenchi Sokaigen: Oni's geyser-like prominence begins by hitting only right next to him, before quickly sweeping across the stage through mid-range. The hitbox on this attack is quite tall, so it has anti-air capability too and may catch opponents trying to jump away. Because of the sweep of the geyser, an opponent who neutral jumps may be hit awkwardly, or even dropped out of the flames. On contact against a grounded foe, the initial hit right next to Oni transitions into a cinematic sequence that deals full damage. If it hits an airborne opponent, or if only the second, expanding part hits, the Ultra simply juggles for multiple weaker hits.

Because it's active 1 frame sooner than Ultra I while having more invulnerability, Ultra II is better if what you're mostly after with Oni is a scary supplemental reversal. It's also possible to link into the full cinematic version in a combo either through a Focus crumple or by Focus dashing forward to link Ultra II after the first close-range hit of MK Tatsu. Ultra II can also be used as an anti-air attack and a juggle finisher.

Ultra II's motion has flipped in *USFIV* to **↓↙←↓↙← + P P P**. This double half-circle motion requires more work and precision to pull off in tight situations than Ultra I.

Recommended Ultra Choice: Matchup/Preference Dependent

You can make a solid argument for either Ultra. Either one works as an up-close reversal with a high-damage cinematic hit. They both work in the same Focus crumple and juggle combos. Ultra II deals more damage with its cinema version; Ultra I deals more damage in juggles, gives Oni a fireball fight trump card at mid-to-long range, and adds situational variety with the anti-cross-up and air-to-ground variants. Ultra I is definitely easier to do without messing up, so that might sway your decision. Either one is useful; the most certain thing to say is that W Ultra is never worth picking, since there's so much overlap in the functions of the two Ultras.

Overview

PROS:

- Huge variety of moves and gimmicks
- Useful Ultras and Super
- High damage output and devastating combos
- Powerful mid-range zoning game
- Advantage on block after useful ← + MP and crouching MP attacks

CONS:

- Gaps in pokes canceled to specials outside of close range; consistent bread and butter combos require close range
- Wider-than-average hurtbox can make Oni susceptible to ambiguous/unblockable setups
- Below-average vitality and stun threshold

Oni is a version of Akuma overwhelmed by the dark energy of Satsui no Hado. The energy has swollen his dimensions and crackles in the air around him. Oni's moves are based on Akuma's and on those of other Shotokan fighters, but with their own traits. Oni's flexible moveset and wealth of options makes him a force from mid-range. From here, his fast Gohadoken fireballs can be pumped out one after another, setting the enemy up to predictably jump into your anti-airs. When they're at bay, you have chances to move in with Forward Step Kick and unique options like LP Zanku Hadosho ▷ Airborne Tatsumaki Zankukyaku.

Your objective is to control mid-range. Achieve this by:

- Controlling pace from long range by canceling incoming projectiles with Gohadoken or blowing through them with Gorai Hadoken
- Extending a wall from the far edge of mid-range with → + HP, HP Gohadoken, and various anti-air attacks
- Going on offense with → + MK and Oni's varied point-blank arsenal when you're in control of the match

ONI'S TUNING HISTORY

Arcade Edition to 2012 Update

CHANGE	EFFECT
Vitality increased from 950 to 1000	—
Diagonal jumping HP active frames increased from 4 to 5	Better move for jumping in while attacking
← + MP causes a different reeling animation	Allows target combo to correctly work on all characters standing
All versions of Goshoryuken 2nd hit pushes opponents further	No longer dash under opponents after FADC
EX Tatsumaki Zankukyaku hitbox adjustment	Hits more consistently
EX Airborne Tatsumaki Zankukyaku new trajectory when canceled into off of MP or HP Zanku Hadosho, now only hits once for 140 damage and 200 stun	Immediately gains downward momentum, 22 recovery frames upon landing
LK Rakan Dantojin hitbox extended	No longer whiffs at point blank
MK Rakan Dantojin projectile invincibility increased from frames 10~25 to 10~28	More reliably goes through projectiles
LP, HP Zanku Hadosho can now be canceled into Airborne Ultra I on hit	—
Super damage increased from 350 to 370	—
Air Super changed to a strike that only hits airborne opponents instead of a throw, given juggle potential 2	Air Super can now be used during combos
Anti-Air Ultra I invincibility increased from frames 1~9 to 1~10	Better as anti-air
Non cinematic Ultra II pushback reduced	Easier to punish

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Vitality reduced from 1000 to 950	*SSFIV: AE 2012* change reverted
CR. HK startup reduced from 9 frames to 8, recovery reduced from 24 frames to 23	Less likely to be countered or whiff punished
→ + MK startup reduced from 13 frames to 11	Less likely to be countered
LP Gorai Hadoken total frames reduced from 54 to 52	Less punishable
MP Gorai Hadoken total frames reduced from 61 to 59	Less punishable
HP Gorai Hadoken total frames reduced from 69 to 67	Less punishable
LK Sekisei Jiraiken no longer airborne on 1st frame, now throw invincible from 1st frame	No longer gives Oni an air recovery when hit on the first frame; replaces MK Sekisei Jiraiken as a point-blank throw crush
MK Sekisei Jiraiken invincibility on 1st frame removed	No longer able to evade throws nor to force air recovery to dodge combos
HP Goshoryuken invincibility reduced from frames 1~8 to 1~5, strike invincibility changed from frames 9~10 to 6~7	Less invincible, less likely to beat other invincible attacks done at approximately the same time
All versions of Goshoryuken can be EX Focus canceled on the first hit on hit or block	Oni can now Focus cancel a blocked Goshoryuken
LP, MP, HP Goshoryuken first hit now causes hard knockdown	1st hit of Goshoryuken does not lead to a combo when Focus canceled
LK Rakan Dantojin damage reduced from 120 to 110, stun reduced from 150 to 130	—
EX Rakan Dantojin advantage on block increased from -10 to -9	Slightly safer on block
HK and EX Rakan Dantojin crossover attack hurtbox reduced	Less likely to be hit by an opponent attempting a counter hit
Meido Gohado (anti-ground Ultra I) non-cinematic damage increased from 350 to 375; startup reduced from 11f to 9f	Opponent less likely to have an attack recover in time to block
Air Ultra I startup reduced from 14 frames to 11	Opponent less likely to have an attack recover in time to block
Ultra II command changed to ↓↙←↓↙← + P P P	Less likely to accidentally get a Goshoryuken
LP, MP, and HP Goshoryuken → EX Focus cancel → is now -5 on block	

LONG RANGE

While Oni has two Hadoken versions (Gohadoken and Gorai Hadoken), his main strengths are at mid-range. His Gohadoken travels about half screen and his Gorai Hadoken travels the full distance. Gorai Hadoken, like Akuma's Shakunetsu Hadoken, has a significantly long startup; its use is limited to beating out single-hit projectiles from a zoning character or to annoy a low-mobility character. Gohadoken, however, is an excellent zoning tool only limited by its distance. Essentially, your effectiveness at long range is within Gohadoken range. Although Gohadoken does not travel full screen, its short duration on the screen allows you to throw them out in succession faster than most other projectile characters. For instance, if Ryu throws out LP Hadoken at long range and the opponent avoids the fireball by jumping, he can't throw out another one until the previous one has left the screen. Oni can immediately fire off another Gohadoken as soon as the first one dissipates at half screen, so use this to your advantage to pressure opponents from about half to full screen.



Oni's Gohadoken is only 2 frames slower than Ryu's, so you can keep up with most projectile wars at range. Additionally, you can use MP and HP Gorai Hadoken to blow through opposing projectiles while gaining ground control. If the enemy engages in fireball trades, you have an edge with your multi-hit Gorai Hadoken. Once you've established projectile dominance, you can start baiting out the opponent's jumps with LP Gorai Hadoken. Because your opponent will tend to jump after a projectile trade with your MP and HP Gorai Hadoken, you can use the LP version to bait them into jumping on to a normal Gohadoken. Use LP Gorai Hadoken to trade with a projectile, then immediately follow up with LP Gohadoken or an anti-air. This is possible because of the low amount of recovery of LP Gorai Hadoken over the MP and HP versions.

At maximum Gohadoken range, you can liberally throw out HP Gohadoken against most opponents. This "sweet spot" gives you enough space to be safe against most jumping attacks, and if you can bait out a jump, you can easily anti-air with standing HP; when doing so, remember that you can cancel standing HP into charged Gohadoken to force your enemy to block a meaty projectile after their air recovery. Use a combination of your projectiles to keep the enemy on their toes. Your goal with your Gohadoken is to make the opponent put themselves at a disadvantageous position at mid-range. They'll either want to Focus absorb through your Gohadoken or jump over it, giving you initiative either way. From about 75% screen distance, you can mix up Gohadoken with charged Gohadoken, either to produce a two-hit projectile or to simply bait out a forward jump with the starting Gohadoken animation. If you can get your opponent to forward jump on reaction to the animation, simply release Gohadoken underneath their jump arc to score a soft knockdown.

To attack from long range, you can make use of Oni's air mobility options. Forward jump into either LP Zanku Hadosho ▷ HK Air Tatsu or just HK Air Tatsu can be used from long distances to engage on opponents. Its surprise factor makes it an effective tactic as it extends your jump range. It can be difficult for opponents to react to if they're expecting an empty forward jump or forward jumping HK. HK Air Tatsu on block leaves you at enough frame advantage to continue your offense; on hit, you earn a soft knockdown. Practice timing your Air HK Tatsu attacks so that the second revolution of the hurricane kick hits low enough to connect with crouching opponents. Execute ↺ + HK slightly after the apex of your jump. It's inadvisable to use Zanku Hadosho on its own; the recovery on all versions makes them easily punishable. Although MP and HP Zanku Hadosho can be used to bait out anti-air reversals, you may find that you won't recover in time to actually punish the opponent (or, at best, you might tag them with → + HP). Additionally, HP Zanku Hadosho will cause you to lose ground, allowing your opponent to advance.

MID-RANGE

Mid-range is where Oni shines most. Almost all of his medium and heavy attacks extend dominating hitboxes that are useful against most characters. In conjunction with his Gohadoken, you can keep the enemy under heavy pressure while you're at mid range. Your main attacks will be: crouching MK, → + MK, standing MK, → + HP, and standing HK.

Use Forward Step Kick (→ + MK) at farther ranges; it reaches well past your crouching MK and is safe on block at -1. This will generally set you up for a follow-up crouching MK ▷ Gohadoken or standing LK ▷ Gohadoken. Assess the speed of your opponent's mid-range attacks and choose accordingly. Your crouching MK is a 6-frame attack while your standing LK is a 4-frame attack. Use standing LK against characters like Ken, who has a fast crouching MK. If you end up closer to your opponent after Forward Step Kick, you can use your 3-frame crouching LP or a forward throw, depending on how you think the enemy will react after your Forward Step Kick. Be careful of using Forward Step Kick too often as it does have 11 frames of startup and can be counter hit easily if your opponent suspects it.

Your other options at mid-to-long range include → + HP and standing MK. These moves are excellent in stopping any forward movement from your opponent and should be used proactively instead of reactively. Since the hitboxes on these moves extend forward a great amount while leaving you mostly safe, they're best used when you have initiative. Against grapplers like T. Hawk and Zangief, → + HP will be one of your best attacks because it will both deter forward movement from long distances and limit the opposing character's footsie range. Standing MK is a faster attack and doesn't lunge you forward, so it can be used as a more defensive tool to quickly create space between you and the opponent if you're in a tight situation.

As a whiff-punisher, crouching HK can be used in your footsie game. It should be strictly used only for this purpose, though, as it's -8 on block. Thankfully, its startup was reduced in Ultra Street Fighter IV, making it a bit easier to react with in time to punish your opponent's mistakes. You still can't link into sweeps from other normals like Ryu, Akuma, or Ken, though.

Actively use Gohadoken as an extension to your normal moves at mid range, just past the range of → + HP. If your opponent is likely to stay grounded, use Gohadoken to keep up pressure while pushing the enemy into the corner. Gohadoken is vulnerable to forward jump attacks, but only if the opposing player anticipates it. If you've conditioned the opponent enough with your Gohadoken pokes, you can start baiting their jumps with fake fireball techniques, such as with an input of ↓ + LK. This motion will telegraph Gohadoken, but instead of actually throwing a fireball, you'll perform a standing LK attack which you can recover from quick enough to anti-air the opponent. Note that Oni does have a ↓ + K attack, so you'll have to precise with your ↓ input; don't start from ↙ or you'll trigger the ↓ shortcut. Alternatively, you can just tap ↑ and then perform standing LP as your fake fireball sequence.

Like all other Shotokan characters, Oni can use cross-up Air Hurricane Kick to bait out anti-airs, rewarding you with a punish. From about the distance where you'd poke with the tip of crouching MK, forward jump at the opponent and perform ↺ + HK slightly after the peak of your jump. If done correctly, your opponent's anti-air special (such as a Shoryuken) will whiff as you get a forward boost in momentum over it. You can use this technique in neutral situations if you feel your opponent is playing passively and waiting for your jump-in.

Oni has the basic Shotokan anti-air moves you would expect. MP and HP Goshoryuken have enough invincibility to blow through any jump-in attacks launched at you from mid-range. While HP Goshoryuken deals the most damage, it's extremely difficult to land the three-hit animation—HP Goshoryuken only transitions into the "Shin Shoryuken" animation if the first hit connects low to the ground. Use MP Goshoryuken instead as its height requirement is much less strict. For maximum damage, you can use EX Goshoryuken, dealing 190 points of damage with the full three hits. For closer jump-ins, you can use crouching HP to deflect cross-up attempts or jumps that land directly above you.

CLOSE RANGE

Oni's close-range game is vast, with elements of all the Shotokan fighters. Like Ryu and Akuma, many of his light and medium attacks leave him at ample frame advantage on block. He also has a powerful kara throw, with a range similar to Ken's. Oni has several options of getting into close range from mid-range. He has a fast forward dash you can use to get in if your opponent hesitates while playing footsies at mid-range, or after forcing the opponent to block a lv.2 Focus Attack. You can also engage easily up close by using Forward Step Kick from about crouching MK distance. Additionally, any attack sequences ending with LK Rakan Dantojin will put you right next to the opponent, albeit at -2 frame disadvantage.

However you get next to the opponent, you have several options as Oni. To check your opponent's crouch defense, start with a basic low-hitting combo, like Combo I or Combo II. Combos ending with HK Hurricane Kick leave you next to the enemy with plenty of advantage, even if the opponent quick stands. When going for a crouching LK into crouching LP chain, make sure to use an option select input of CR. LK ▷ CR. LP + HK. If the enemy backdashes away from your crouching LK, you'll automatically perform a crouching HK to score a hard knockdown. The timing is slightly delayed between CR. LK and CR. LP + HK, so keep that in mind.

If going for a throw, you can either use a forward kara throw or a back kara throw. Since Oni's kara move for his forward throw is his Forward Step Kick, it grants a bigger grab range boost than the back throw variant. However, Oni is still one of the only characters fortunate enough to have a kara throw in both directions. Follow up front throw by using HK Rakan Dantojin to continue your up-close wakeup strategy. Stick to front throw unless your back is to the corner. To mix up your kara throws and punish an opponent who's using a delayed option-select throw tech, you can use crouching MP in place of the throw. Crouching MP is a 5-frame attack that leaves you +6 on hit and +3 on block, so it's an amazing frame trap tool. On hit, you can easily confirm into a ⟲ + MP link combo. On block, you're at enough advantage to further pressure your opponent with kara throws or more light attacks.

Your attack sequences with Oni can branch off in a number of ways. You can either end your blockstun combos with LK Rakan Dantojin to get back into close range or you can end it with a safer option in Gohadoken (which you'll want to do against characters who can punish the -2 disadvantage of a blocked LK Demon Slash). Alternatively, you can end attack strings with Sekisei Jiraiken (↙ + K). LK and MK Sekisei Jiraiken are unsafe on block, but are extremely fast and likely to smash option-select crouch-tech inputs. HK Sekisei Jiraiken is only -1 on block, but has much slower startup. EX Sekisei Jiraiken hits overhead and is a bit faster than the HK version, but is . It is -9 on block, so use it sparingly. Mix up how you end your attack strings and adjust according to your opponent's options and tendencies.

For a cross-up mix-up, you can use HK and EX Rakan Dantojin within range to land a sneaky crossover hit. You can also mix these in instead of your LK "Demon Slashes" in combos to go for high-risk resets. EX Rakan Dantojin can be juggled into Ultra I and Ultra II, but of course, these attacks are both highly unsafe on block. Adept players will be able to react and block these moves most of the time. However, it is worth using from time to time, especially if you've conditioned the opponent to look for your kara throw, overheads, and counter-hit setups. Divert their attention with your overwhelming frame advantage, and then go for cross-up Rakan Dantojin when they least expect it. If the opponent is preoccupied with worrying about these crossover versions, you can attack with MK Rakan Dantojin to slash them from the front with a delayed hit, which may score a counter hit if they were hoping to interrupt Oni's crossover options with a poke.

From just outside of point-blank range, crouching MK ▷ HP Gohadoken can be used safely in almost all situations. It's a true blockstring at these ranges and should be used to keep opponents in blockstun while forcing them to crouch. On hit, you can follow-up by Focus Attack dash canceling your Gohadoken into a crouching MP link combo. (See Combo IV.) Put the enemy in blockstun with crouching LP or crouching MP, then transition into either a kara throw or crouching MK ▷ Gohadoken mix-up.

Apply all of these up-close options to keep your opponent guessing. Your main strength as Oni is the plethora of angles he can take in opening up an opponent at close range. Your goal should be to overload the opponent with how many options you have available, ultimately prying open their defenses.

When you're forced into a defensive position yourself, your defensive options depend on your resources and your willingness to commit. You can no longer use MK Sekisei Jiraiken up close as a single-move option select against both throws and strikes. If you're certain a throw is coming, LK "Demon Smash" is now the version to use in *USFIV*. Thanks to another *USFIV* change, Oni's Goshoryuken can now be Focus canceled on block during the first hit. If you're willing to spend meter, you can take a chance with a close-range uppercut reversal and then Focus backdash cancel from the first hit. There's no way to verify this, so you'll just have to guess, and there's also no reason to forward dash cancel, since (unlike other shotos after Shoryuken ▷ FADC) Oni cannot juggle afterward with anything, and is unsafe on block. Oni's backdash doesn't travel very far and his standing hurtbox has above-average width, so backdashing away from meaty attacks and Focus backdashing are less effective than with some characters. If you don't want to gamble with Demon Smash, Goshoryuken, or Focus backdashing, you may opt to just block and watch out for throws. Tech throws late with a crouch tech input of CR. LP + LK (which can be chained and confirmed into a combo on hit), or CR. MP + LP + LK against dive kick characters.

Combos

I. CR. LK ▷ CR. LP then link either:

On crouching foe, ⟲ + MP ▷ ◎ + LK
170 damage, 231 stun
On crouching foe, ⟲ + MP ▷ ◎ + LK ▷ FADC forward, CR. MP, CR. HP ▷ ◎ + HK
315 damage, 471 stun
On crouching foe, ⟲ + MP ▷ ◎ + LK ▷ FADC forward, CR. LP, CR. HP ▷ ↙ + LK
289 damage, 426 stun
On standing foe, ⟲ + MP ▷ HP ▷ ◎ + LK
215 damage, 330 stun
On standing foe, ⟲ + MP ▷ HP ▷ ◎ + LK ▷ FADC forward, CR. MP, ⟲ + MP ▷ HP ▷ ↙ + LK
319 damage, 478 stun

Oni's opening hit-check can include a crouch tech and an anti-backdash option select by performing the command as CR. LP + LK ▷ CR. LP + HK. You can also replace the opening light attacks with crouching MP or ⟲ + MP; the rest of the combo works the same, and the damage will be higher because of lessened damage scaling.

Linking to ← + MP and canceling to LK Rakan Dantojin works whether your foe is standing or crouching. ← + MP is a better general frame trap and hit-check staple than crouching HP because of the extra range, though CR. HP certainly has its place too as seen in Combo II. If you notice they're standing, cancel ← + MP into HP for an extra hit for the special cancel. After LK Rakan Dantojin hits, you're at +1 at point-blank range, ready to mix-up the enemy.

At any point in these combos where you see crouching LP, you can substitute standing LP to make follow-up links 1 frame easier. Standing LP whiffs over the heads of some crouching characters, though. You can also replace any crouching MP you see in these combos with crouching/standing LP for increased ease, though this does diminish combo damage.

When meter is available for FADC, you can Focus dash forward from LK Demon Slash to extend the combo. If they are in crouching hitstun and you want to finish your post-FADC combo with HK Tatsu (for damage and corner carry) or LK Sekisei Jiraiken (for a hard knockdown), you'll have to work in crouching HP after your dash cancel.

CR./ST.LP (and ← + MP) don't push your victim as far away as CR.MP, so keep that in mind when going for LK Demon Smash at the end, which requires flush proximity.

II. CR. LK ▷ CR. LP, CR. HP ▷ ↻ + HK

229 damage, 400 stun

A combo that forces standing and does solid meterless damage and stun. You can make the link easier by chaining to standing LP after the first hit, though this whiffs against some crouching characters. As with Combo I, you can replace the opening hit-check with crouching MP/← + MP for meaty pressure or counter-hit fishing. Near corners you can finish with EX Tatsumaki for a juggle window. After a successful HK Tatsu hit, immediately jump forward for a perfect cross-up arc, or walk backwards briefly and then jump forward to hit from the front. When in doubt, this point-blank combo always works, always does decent damage, and always improves screen position. Plink crouching HP with MP or LP but beware that if you produce an errant CR. MP or LP instead (or if you miss the link and CR. HP is blocked) the follow-up Tatsu will whiff and leave you vulnerable.

III. ST. HP ▷ ↻ + LK ▷ FADC forward, then link either:

CR.MP, ← + MP ▷ HP ▷ ↺ + LK
413 damage, 616 stun
CR.MP, ← + MP ▷ HP ▷ ↻ + HK
428 damage, 641 stun
CR. HP ▷ ↻ + LK ▷ FADC forward, CR.MP, ← + MP ▷ HP ▷ ↺ + LK
496 damage, 775 stun
CR. HP ▷ ↻ + LK ▷ FADC forward, CR.MP, CR. HP ▷ ↻ + HK
504 damage, 821 stun

A max punish/jump-in example of what Oni can do with a clean, heavy hit and meter to burn. This can begin from a ST. HP punish against an opponent's big mistake, or after a jump-in or Focus crumple. If you build a full S.C. Gauge and you score a clean hit, there are lots of variations you can come up with that exceed the damage you'd get spending meter on Raging Demon. But, on defense, often a Raging Demon works as a reversal surprise (or hit confirm from HP Zanku Hadosho) where nothing else will. On the other hand, Raging Demon doesn't deal 821 stun, like the last variation listed here. The meter is extremely useful to Oni no matter how you use it.

You can also link into standing HP from standing LP, meaning it's conceivable to begin this sequence from an opening chain of CR.LP ▷ ST.LP or CR.LK ▷ ST.LP. Of course, damage scaling after opening with light attacks considerably lessens this combo's hefty damage payoff.

IV. CR. MK ▷ ↻ + HP

120 damage, 200 stun
CR.MK ▷ ↻ + HP ▷ FADC forward, CR. HK
200 damage, 320 stun
CR.MK ▷ ↻ + HP ▷ FADC forward, ← + MP ▷ ↻ + LK
245 damage, 331 stun
CR.MK ▷ ↻ + HP ▷ FADC forward, CR.MP ▷ ↺ + K K
280 damage, 420 stun

Confirm and cancel into FADC from Gohadoken only on hit. Whether you can link a full sequence after the forward dash depends on how far away you are when CR.MK ▷ HP Gohadoken hits. If you're fairly close to them, you can still land the usual grounded link sequences (CR. MP/← + HP to CR. HP against crouchers, CR. MP to ← + MP ▷ HP against standing foes, and CR. MP to CR. MP against anyone). Depending on the range, you might have to just settle for a sweep for a hard knockdown, for ← + MP ▷ LK Demon Slash into a point-blank mix-up, or for CR. MP ▷ EX Tatsu to blast them into the corner.

V. Counter hit → + MK, then link either:
↙ + HP / P P
248/278 damage, 325 stun
On standing foe, CR. LP, ← + MP ▷ HP ▷ ↻ + HK
313 damage, 447 stun
CR. LP, ← + MP ▷ ↻ + LK
238 damage, 306 stun
CR. LP, ← + MP ▷ ↻ + LK ▷ FADC forward, CR. MP, CR. HP
372 damage, 526 stun

Forward Step Kick is not only a great engagement tool from mid range into close range, it also opens the door for 3-frame moves to link on counter hit. → + MK is two frames faster to hit than before in *USFIV*, making it an improved counter-hit fishing poke. Keep your eyes peeled for the "COUNTER HIT" notification on your side of the screen while poking with → + MK to help you react appropriately. In order to link afterwards, you'll have to kick a little "deep" into their body, rather than poking with just the tip, so Oni's close enough to connect in time. If close enough and going for a link into Goshoryuken, you can just mash out the Dragon Punch. To tack on an extra 30 damage, make it EX Goshoryuken instead of HP Goshoryu. Linking crouching LP is a 2-frame link. Going for a link for CR. HP afterwards will be iffy because of the range, so use ← + MP instead, and only use the Target Combo 2 ▷ HK Tatsumaki variant when you visually verify that → + MK counter-hit a standing target.

VI. Air-to-ground jumping ↻ + HK, then juggle either:

← + MP
140 damage, 100 stun
↻ + MK
210 damage, 200 stun
↙ + P P
230 damage, 170 stun
Corner only, ↻ ↻ + P P P
380 damage, 50 stun
Corner only, ↻↻ + P P P

297 damage, 50 stun

Available juggles after knocking a foe into a limited juggle state with falling Hurricane Kick. These work from the front or as cross-ups. When juggling with ← + MP, cancel it into a fireball special for meaty pressure, or HK/EX Demon Slash to cross their air recovery up on the ground.

VII. On crouching foe, CR. LK ▷ CR. LP, ← + MP ▷ ↻ + MK (one hit) ▷ FADC forward, ↻↻ + P P P

412 damage, 210 stun
On crouching foe, CR. MP, ← + MP ▷ ↻ + LK ▷ FADC forward, CR.MP, ← + MP ▷ ↻ + MK (one hit) ▷ FADC forward, ↻↻ + P P P
484 damage, 404 stun

If you Focus dash cancel from the up-close first hit of MK Tatsumaki Zankukyaku against a crouching opponent, you can link into the full cinematic version of Ultra II, This requires perfect timing and a keen eye to verify they're crouching, but it's a nice trick to have in your back pocket. Without a Focus crumple, there's no setup like this to land the cinematic version of Ultra I.



ONI

VIII. Counter hit standing HP or crouching HP ▷ ↻ + P P, then juggle either:

↻ + MK
315/302 damage, 540 stun
↻ ↻ + P P P
509/496 damage, 500 stun
↻↻ + P P P
437/424 damage, 500 stun

Here's a way to spend only one bar midscreen to land big damage with Oni's Ultras. Ultra I actually performs better in this situation than Ultra II. Without Ultra Gauge ready, juggle with MK Tatsumaki Zankukyaku.

Crouching/standing HP may counter hit if you've conditioned the opponent to worry about your kara throws and overheads after they block openings like Combo I and Combo II. Crouching HP is faster, so use it to hit opponents who tech throws early, or who rely on early crouch techs. You can input it as CR. HP + LP + LK for throw security yourself; this is also a good option select against dive kick characters. You'll have to make the decision in advance whether to fish with ST./CR. HP ▷ EX Gorai Hadoken, like after your CR. LK ▷ CR. LP or ↩ + MP openers are blocked. You'll have plenty of time to verify whether the opponent ends up eating the fireball in order to juggle afterwards.

If the opponent doesn't bite and stick out something for your HP to counter hit, there's a small gap between HP and the EX fireball. If they flinch here and simply eat EX Gorai Hadoken raw, like if they tried walking forward, then you can still land any of these juggle enders, though the damage is lower.

IX. Early anti-air ↙ + LP, LP LP ↷~LK + HP

390 damage, 60 stun
1-hit air-to-ground jumping ↻ + HK, land, LP LP ↷~LK + HP
430 damage, 50 stun
2-hit air-to-air jumping ↻ + HK, land, LP LP ↷~LK + HP
510 damage, 100 stun
Air-to-air jumping ↻ + HP ▷ LP LP ↝ + LK + HP
420 damage, 100 stun
Lv.2 Focus Attack crumple ▷ dash, LP LP ↝ + LK + HP
376 damage, 150 stun

Oni's Raging Demon isn't just an invincible, instant ground throw (like Akuma's and Evil Ryu's), it's also a jumping air-to-air strike. You can use this as an air-to-air whiff punisher, like after you airdash backwards with HP Zanku Hadosho and the opponent whiffs a reversal or jumping attack, but you can also just combo into it in certain juggle situations.

In order to perform an Air Raging Demon just after leaving the ground, you'll have to buffer LP x2 during the grounded recovery of the previous move (LP Goshoryuken in the first example, Airborne Tatsumaki Zankukyaku in the next three examples), then hold ↷ to immediately jump, pausing just a fraction of a second before inputting LK + HP to finish the command. The ↷ command for a forward jump doubles as the ↝ input of Raging Demon, but you must still allow enough time for the 4 prejump frames to elapse so Oni is actually considered airborne. If you're not getting it, like you're simply jumping forward with an errant LK or HP, then you're probably not waiting long enough before buffering LP x2 during landing recovery. You have to do that at the last possible moment before you can act again. This is fairly hard, but doable with practice.

Much easier to do is simply canceling air-to-air HP Zanku Hadosho into Air Raging Demon. You can do this either on reaction to the airdash actually hitting, or on reaction to the airdash causing something to whiff in the air right in front of Oni. When you have a full Super Gauge and you're fishing for air-to-air HP Zanku Hadosho against an anxious, jump-happy foe, buffer LP x2 immediately after ↻ + HP every single time. That way, when the enemy finally takes the bait or gets hit, it's easy for you to simply react with ↝ + LK + HP.

Against grounded foes, you can combo grounded Raging Demon after a Focus crumple (the fifth example), but if you're playing Oni and you have a full Super Gauge, you can get much crazier after Focus than a Raging Demon. Dump your meter into a hideous 600+ stun combo, and save Raging Demon to punish minor disadvantage and for up-close kara-cancel tricks.

X. ↝ + HP ▷ lv.1 EX Red Focus release ▷ dash, ↻ ↻ + P P P or ↻↻ + P P P

462/537 damage, 280/330 stun
ST. HP ▷ ↻ + LK ▷ lv.1 EX Red Focus release ▷ dash, ↻ ↻ + P P P or ↻↻ + P P P
499/561 damage, 400/450 stun

The cinematic versions of Oni's Ultras do far more damage than their juggling variants. Confirming into EX Red Focus allows you to combo into these versions easily. Being able to confirm ↝ + HP into Red Focus is quite a nice tool for Oni. Between the long reach of this poke and the increased range on his Focus Attack in *USFIV*, this can be used as a deadly whiff punishers from the edge of mid-to-long range; this won't work from the max range of ↝ + HP, but as long as you hit a little bit inside of the tip, canceling to Red Focus assures a crumple.

This isn't worth doing unless you're using Ultra or confirming ↝ + HP into a round-ending combo. If you're not going to tack on full cinematic Ultra, Oni loaded with meter can already get more damage more efficiently with FADC combos.

POISON

First appearance: *Final Fight* (1989)

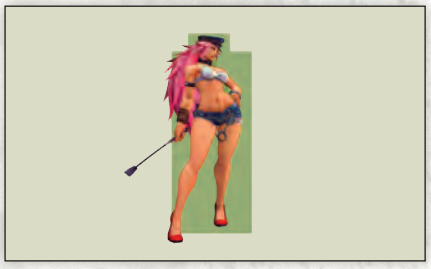


Data

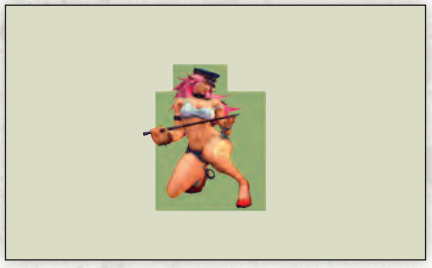
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	950	C
Forward Walk Distance Per Frame	0.04	C+
Backward Walk Distance Per Frame	0.03	C
Dash Duration in Frames	17	A
Dash Distance	1.14695	C
Backdash Duration in Frames	8 invincible, 10 airborne, 4 recovery (22 total)	S
Backdash Length Distance	1.26253	A-
Pre-jump Frames	4	A
Jump Duration in Frames	39	C
Diagonal Jump Distance	2.09	A

W Ultra Damage: 75%

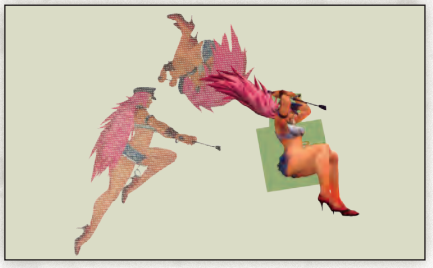
Standing



Crouching



Jump Arc



Costume 1



Costume 2



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES Whiffs against small crouching characters

MP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 40
STUN	50, 50
STARTUP	5
ACTIVE	2 (8) 2
RECOVERY	9
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES 2nd hit whiffs against crouching characters

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	20
ON HIT	-1
ON BLOCK	-6
CANCEL	SP, SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	CH

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	11
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 40
STUN	150, 50
STARTUP	6
ACTIVE	2, 6
RECOVERY	18
ON HIT	-2
ON BLOCK	-6
CANCEL	SP, SU

NOTES Forces standing

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES Whiffs against small crouching characters

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	19
ON HIT	-5
ON BLOCK	-8
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	13
ACTIVE	3
RECOVERY	19
ON HIT	+0
ON BLOCK	-4
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+1
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	2
RECOVERY	22
ON HIT	-2
ON BLOCK	-6
CANCEL	—

NOTES Whiffs against small and mid-sized crouching characters

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	15
ON HIT	-2
ON BLOCK	-5
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	22
ON HIT	-3
ON BLOCK	-7
CANCEL	SP, SU

NOTES —

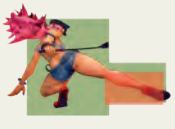
Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	12
ON HIT	+0
ON BLOCK	-3
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	19
ON HIT	-4
ON BLOCK	-7
CANCEL	SP, SU

NOTES —

Crouching HK

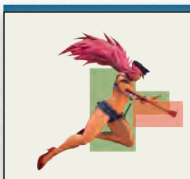


HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	100
STARTUP	9
ACTIVE	2
RECOVERY	31
ON HIT	—
ON BLOCK	-15
CANCEL	—

NOTES Hard knockdown

JUMP NORMAL MOVES

Neutral and diagonal jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral and diagonal jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Neutral and diagonal jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body invincibility

Neutral and diagonal jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral and diagonal jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Neutral and diagonal jumping HK



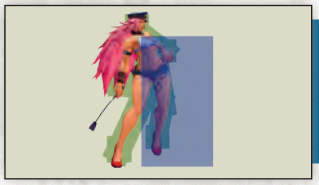
HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

NORMAL THROWS

Dealing 150 points of damage, Poison's forward throw is one of the highest-damage normal throws in *Ultra Street Fighter IV*. More importantly, it leaves you at enough advantage to follow up with a meaty HP Aeolus Edge. An easy way to time your meaty projectile after forward throw is by inputting a whiffed ST. LK immediately followed by ↻ + HP. This affords you enough blockstun to go for a high/low mix-up on the blocking opponent with either an Elbow Drop or crouching MK. Omit the ST. LK whiff and immediately perform HP Aeolus Edge after forward throw to create a fake meaty projectile setup (Aeolus Edge will dissipate before opponent actually gets up), giving you a tricky opportunity for a throw or attack.

Poison's back throw does 10 fewer points of damage and doesn't give you as much advantage as forward throw. You're also probably giving up ground toward cornering your foe, unless you were already cornered yourself. You can still force a blocked MP Aeolus Edge by executing it as soon as you recover from your backwards throw. You can also stage an immediate left/right mix-up by jumping forward immediately after backwards throw ends; hold ↺ immediately, then fall with either jumping HK to stage a frontal attack, or jumping LK to cross them up. Poison's backwards throw has a tiny bit more range than her forward throw. Use back throw defensively and forward throw offensively.



Slap Shot LP + LK

DAMAGE	150
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.793

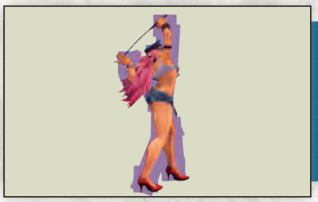
Frankensteiner ↩ + LP + LK

DAMAGE	140
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.843

FOCUS ATTACKS

Poison draws her whip back and, on release, snaps it with a downward attack. Poison's Focus Attack isn't particularly amazing, but its distance and speed are sufficient for punishing most mid-ranged attacks. It's a nice complementary move to her dominating crouching MK poke; you can use it in place of crouching MK to fish out and punish an opponent's attack (see Combo IV) or to simply release it at Level 2 followed by a forward dash leading into up-close pressure. Poison doesn't have much in the way of threatening EX Red Focus cancels, but it does make for easy hit-confirm combos in conjunction with Whip of Love (see Combo IX).



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-1)
ON BLOCK	-21 (-1)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+5)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-1)
ON BLOCK	-21 (-1)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+5)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3

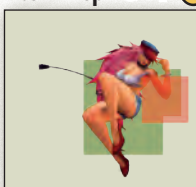
LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Elbow Drop ↷ + MP



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	16
ACTIVE	10
RECOVERY	10
ON HIT	-1
ON BLOCK	-8
CANCEL	–

NOTES Airborne frames 7-25

Backflip K K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Backflip takes 48 frames, invincible during frames 1-33, backward movement distance 1.47516

Elbow Drop: Many characters have overhead attacks, but few can actually link afterwards into a combo on a crouching opponent. Poison's Elbow Drop is a relatively fast overhead with a startup of 16 frames. It's also airborne, giving it some safety against counter-hits from low-profile pokes. While Elbow Drop is -1 on hit against standing opponents (which should never happen), it's +3 on hit and allows for a follow-up crouching LP (see Combo II) against crouching targets. The link can be difficult to execute as you only have a 1-frame window to hit crouching LP, but you can make it a little easier by double-tapping LP or by using the Back/Select button to plink. Elbow Drop is best used at range to crush low attacks or to punish a defensive, crouching opponent. It also synergizes well with HP Aeolus Edge. Blocked HP Aeolus Edge in the corner provides a large amount of advantage and can easily set you up for an overhead attempt, forcing an opponent into a coin-flip situation.

Backflip: Poison's Backflip is similar to Vega's. It's immediately invulnerable on startup for 33 frames, and then vulnerable for the last 15 frames. Backflip can be used to evade most attacks provided you have enough space behind you. It's easily punishable at close range, so in up-close defensive situations it's better to use your normal backdash.

While Backflip seems like a useless move because of its long vulnerability and short travel distance, it is useful for beating certain option-select techniques. A common punish to wakeup backdash is an option select of CR.LP, CR.LP + HK. For most characters, this input will punish your wakeup backdash with a sweep. If you use Backflip instead to avoid the crouching LP, you'll have enough invincibility to go through crouching HK too. Of course, you'll be punished if the opponent reads your wakeup Backflip. Additionally, you can cancel into Backflip from normal attacks. For instance, if you want to create more distance between you and the enemy, you can use crouching MK ▷ Backflip.

SPECIAL MOVES

LP/MP/HP Whip of Love
↶ + LP/MP/HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	12/15/17
ACTIVE	2
RECOVERY	21
ON HIT	+2
ON BLOCK	-4
CANCEL	WHIP FOLLOW-UP, SU

NOTES Forces standing, causes free juggle state against aerial opponent, juggle potential 2

Whip of Love 2nd hit
↶ + P during Whip of Love



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	13
ACTIVE	3
RECOVERY	25
ON HIT	-4
ON BLOCK	-9
CANCEL	WHIP FOLLOW-UP, SU

NOTES Juggle potential 2

Whip of Love 3rd hit
↶ + P during Whip of Love 2nd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	13
ACTIVE	1
RECOVERY	32
ON HIT	–
ON BLOCK	-12
CANCEL	–

NOTES Hard knockdown, juggle potential 2

EX Whip of Love ↶ + P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	13
ACTIVE	3
RECOVERY	21
ON HIT	+1
ON BLOCK	-3
CANCEL	WHIP FOLLOW-UP, SU

NOTES Forces standing, causes free juggle state against aerial opponent, juggle potential 2

Whip of Love: This is Poison's "rekka"-style attack sequence. She lunges forward swinging her whip up to three times in succession, causing a hard knockdown with the third hit. Whip of Love is Poison's main damage source. It's mainly used to end combos and as a hit-check tool with crouching MK.

All three normal versions of Whip of Love do the same amount of damage. The only differences between them are startup time and travel distance; LP has the shortest startup and range while HP has the longest startup and range.

The version to use in combos depends on the strength of the attack leading into Whip of Love. As a rule of thumb, match your Whip of Love version with the normal attack preceding it; LP Whip of Love from light attacks, MP Whip of Love from medium attacks, and HP Whip of Love from heavy attacks. Combos ending with a Whip of Love sequence leave you close to the opponent with enough advantage to follow up with either meaty HP Aeolus Edge or a high/low mix-up.

Whip of Love 2nd hit and Whip of Love 3rd hit do not vary in property with different punch inputs. For instance, LP Whip of Love 1st hit into LP Whip of Love 2nd hit is identical to LP Whip of Love 1st hit into HP Whip of Love 2nd hit.

Also unlike most rekka-style attacks, the window for canceling into subsequent attacks is very small. This makes using Whip of Love 1st hit into delayed Whip of Love 2nd hit impossible to use as a frame trap. Whip of Love 2nd hit into Whip of Love 3rd hit can be used as a frame trap regardless if the third hit is delayed, since it's not a true blockstring either way. One of the most useful ways to use Whip of Love is as a hit-check from range. On block, Whip of Love 1st hit is -4. From a distance, it's usually safe and can only be punished by low-startup, fast-traveling moves (like Chun-Li's and Ryu's Supers). Whip of Love 2nd hit and 3rd hit are largely unsafe on block, so be sure to confirm a hit before committing to them (or cancel with FADC). Both first and second hit of Whip of Love can be canceled with Super or FADC (see Combo V).

EX Whip of Love is a 4-hit sequence that ends with a launching kick. Its startup is fast enough to combo from light attacks and its range is similar to the HP version's. EX Whip of Love 4th hit can be jump canceled and puts the enemy into a free juggle state allowing for extra follow-up damage (see Combo Index). Interestingly enough, Poison's pre-jump frames cannot be canceled with ground special moves; this includes both normal jumps and EX Whip of Love 4th hit-canceled jumps. So unlike C. Viper and Ibuki, Poison can't execute "tiger knee" special cancels off of her launching EX Whip of Love 4th attack.

EX Whip of Love 2nd hit
↺ + P during EX Whip of Love



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	13
ACTIVE	3
RECOVERY	31
ON HIT	-9
ON BLOCK	-13
CANCEL	WHIP FOLLOW-UP, SU

NOTES Juggle potential 2

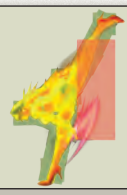
EX Whip of Love 3rd hit
↺ + P during EX Whip of Love 2nd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	13
ACTIVE	5
RECOVERY	28
ON HIT	-8
ON BLOCK	-12
CANCEL	WHIP FOLLOW-UP, SU

NOTES Juggle potential 2

EX Whip of Love 4th hit
↺ + P during EX Whip of Love 3rd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	11
ACTIVE	3
RECOVERY	24
ON HIT	—
ON BLOCK	-6
CANCEL	JU

NOTES Jump cancelable on hit only, juggle potential 2



Love Me Tender: Love Me Tender is an aerial kick attack that can be canceled into a Frankensteiner throw on hit (by pressing any kick button). The three normal versions have the same properties besides jump distance, with LK jumping a small distance and HK jumping a large distance.

Love Me Tender is a very versatile attack. It's +4 on hit, allowing for follow-up combos (see Combo II). On block, it's only -1, making it safe against everything except instant command throw Ultras and Supers. It's also considered airborne on the ninth frame, making it a great frame trap tool that beats out low attacks and throws. Use Love Me Tender to safely engage into close range from mid-range, or as a follow-up to a blocked Aeolus Edge.

At mid-range, HK Love Me Tender can be used to counter projectiles. It's vulnerable at the start of its jump, so you do have to use it on anticipation of a projectile rather than on reaction. It is safe on block, so it's a very low-risk guess. One of its better features is its ability to cancel into a command throw on any type of hit, including airborne hits. Players will often backdash to become airborne in order to avoid eating a combo or throw; Love Me Tender will not only hit the backdash, but will punish it with a hard knockdown.

Love Me Tender
↺ + K



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	27
ACTIVE	5
RECOVERY	16
ON HIT	+4
ON BLOCK	-1
CANCEL	—

NOTES Armor breaker, cancelable into follow-up attack on hit, puts airborne targets into free juggle state, airborne frames 9~32, hurtbox high enough to avoid most projectiles frames 13~25

Love Me Tender hit throw
Press K during Love Me Tender hit

HITS	1
BLOCK LEVEL	—
DAMAGE	100
STUN	50
STARTUP	—
ACTIVE	—
RECOVERY	—
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES Hard knockdown

EX Love Me Tender ↺ + K K

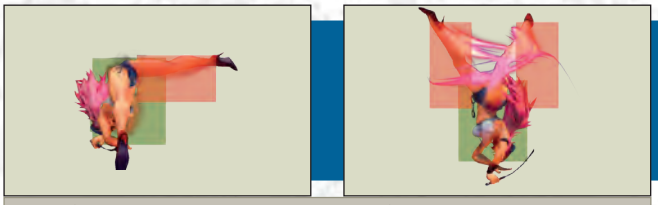


HITS	1
BLOCK LEVEL	HL
DAMAGE	50, 150
STUN	50, 50
STARTUP	22
ACTIVE	5
RECOVERY	15
ON HIT	—
ON BLOCK	+2
CANCEL	—

NOTES Armor breaker, frames 1~26 projectile invincible, frames 6~26 airborne, hard knockdown

EX Love Me Tender is a projectile-invulnerable version that automatically transitions into its Frankensteiner throw on hit. Thanks to its projectile invincibility upon startup, you can use this version at mid-screen on reaction to punish a projectile. It is +2 on block, affording decent up-close pressure.

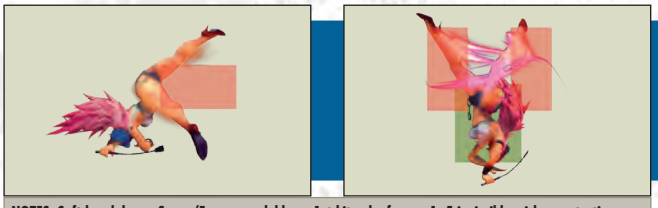
LK Kissed by a Goddess
↻ + LK



HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 30
STUN	100, 50
STARTUP	5
ACTIVE	2 (3) 1
RECOVERY	39+12 ON GROUND
ON HIT	—
ON BLOCK	-31
CANCEL	SU

NOTES Soft knockdown, Super/Focus cancelable on 1st hit only, frames 1~4 invincible, airborne starting on frame 11, 1st hit causes free juggle state, 2nd hit juggle potential 1

MK Kissed by a Goddess
↻ + MK



HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 40
STUN	100, 50
STARTUP	4
ACTIVE	2 (4) 2
RECOVERY	42+12 ON GROUND
ON HIT	—
ON BLOCK	-46
CANCEL	SU

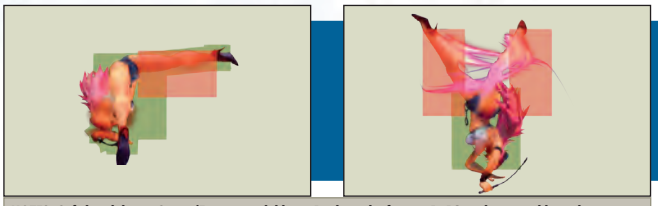
NOTES Soft knockdown, Super/Focus cancelable on 1st hit only, frames 1~5 invincible, airborne starting on frame 11, 1st hit causes free juggle state, 2nd hit juggle potential 1

Kissed by a Goddess: This is Poison's invincible anti-air special. She starts with a spinning kick on the ground and then goes straight up into the air with additional hits.

Although it looks like an excellent anti-air attack, it falls short in many aspects. Its first hit does the most damage, but actually hitting with it against a jumping opponent is difficult. In most cases, you'll only hit once with its second hit, doing a paltry 30 or 40 damage (depending on kick version). MK Kissed by a Goddess starts up the fastest and has more invincibility than the LK version, so it's the safest one to use as anti-air. HK starts at a slow 10 frames and is strike invincible for 12 frames (but not projectile or throw invulnerable), and does the most damage if all 3 hits connect. Use HK Kissed by a Goddess earlier than you would most anti-air special moves. Otherwise, use EX Kissed by a Goddess for your invincible anti-air because it usually hits for its max damage. Thankfully, Poison's crouching HP and standing HK make for excellent anti-air attacks. Use these instead when you don't need the invincibility frames from Kissed by a Goddess.

On hit, Kissed by a Goddess provides very little frame advantage. Opponents who quick stand will recover almost as fast as Poison does. Thus, finishing combos with Kissed by a Goddess is not recommended. While it's not too useful as an anti-air nor in combos, Kissed by a Goddess is great as an anti-ground reversal. Its first hit is Focus/Super cancelable and puts the opponent into a free juggle state. MK Kissed by a Goddess canceled into Focus dash can be used to blow through attacks while allowing for a versatile follow-up juggle, such as Ultra I or crouching HK. Note that Poison will cross under opponents if you're at point-blank range and you FADC forward too quickly from Kissed by a Goddess. To prevent this, briefly hold your Focus charge before dashing forward. This will keep you from crossing under while still having time to juggle with Ultra.

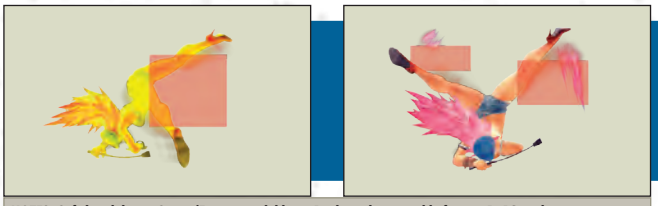
HK Kissed by a Goddess



HITS	3
BLOCK LEVEL	HL
DAMAGE	80, 30, 30
STUN	100, 50, 50
STARTUP	10
ACTIVE	3 (6) 3 (3) 3
RECOVERY	43+13 ON GROUND
ON HIT	–
ON BLOCK	-58
CANCEL	SU

NOTES Soft knockdown, Super/Focus cancelable on 1st hit only, frames 1~12 strike invincible, airborne starting on frame 20, 1st hit causes free juggle state, 2nd hit juggle potential 1, 3rd hit juggle potential 2

EX Kissed by a Goddess



HITS	4
BLOCK LEVEL	HL
DAMAGE	90, 30, 30, 20
STUN	100, 50, 50, 30
STARTUP	4
ACTIVE	3, 2 (1) 3 (1) 3
RECOVERY	37+13 ON GROUND
ON HIT	–
ON BLOCK	-39
CANCEL	SU

NOTES Soft knockdown, Super/Focus cancelable on 1st hit only, invincible frames 1~12, airborne starting on frame 13, 1st hit causes free juggle state, 1st hit juggle potential 2, 2nd hit juggle potential 3, 3rd hit juggle potential 4, 4th hit juggle potential 5

LP Aeolus Edge

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	15
ACTIVE	–
RECOVERY	30
ON HIT	+0
ON BLOCK	-3
CANCEL	SU

NOTES Causes free juggle state against aerial opponent

MP Aeolus Edge

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	17
ACTIVE	–
RECOVERY	27
ON HIT	+3
ON BLOCK	+0
CANCEL	SU

NOTES Projectile travels for 41 frames (45% screen length) then disappears, causes free juggle state against aerial opponent

HP Aeolus Edge

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	50
STARTUP	23
ACTIVE	–
RECOVERY	20
ON HIT	+10
ON BLOCK	+7
CANCEL	SU

NOTES Projectile travels 41 frames (30% screen length), causes free juggle state against aerial opponent

EX Aeolus Edge

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	9
ACTIVE	–
RECOVERY	29
ON HIT	+4
ON BLOCK	+2
CANCEL	SU

NOTES Projectile travels 41 frames (75% screen length) then disappears, both hits cause free juggle state against aerial opponent, 1st hit juggle potential 1, 2nd hit juggle potential 2, neither hit raises juggle counter



Aeolus Edge: Poison uses her whip to create a boomerang-shaped projectile. Aeolus Edge is a unique projectile in that all of its versions greatly vary in properties.

LP Aeolus Edge has the lowest startup of the three normal versions, travels the full screen's distance, and is less advantageous on hit and block. MP Aeolus Edge starts up a bit slower than LP version, travels almost half the screen's distance, and recovers earlier. HP Aeolus Edge has the longest startup, travels slowly covering only about a third of the screen, and provides a large amount of advantage on hit and block.

Because of its varying ranges and recovery properties, utilizing Aeolus Edge as a zoning tool is much different than conventional projectiles. Unlike other projectiles, the version you use largely depends on your distance from the opponent. LP Aeolus Edge can be used at all ranges, but because it's the only version that travels full screen, its speed is predictable at long range. MP Aeolus Edge can be used from a little past mid-range. Its slower travel speed can make it useful as it remains a longer-lasting threat in a small area.

HP Aeolus Edge travels a very short distance but is also extremely slow. At point-blank range, it's +10 on hit and +7 on block. At further ranges, this large advantage is amplified as Poison recovers during its travel. From about crouching MK range, HP Aeolus Edge is the best version to use. Its primary advantage is in its long-lasting presence in front of Poison. Once it's out, an opponent within range is forced to block it. Any other response will usually be punished because of the low recovery after its release. Throw out HP Aeolus Edge and either dash in after it for an up-close mix-up or overhead, or follow it up with Love Me Tender for free chip damage and a safe ticket into close-range engagement.

EX Aeolus Edge is a two-hit projectile that travels full screen at a high speed. It has a relatively low recovery and can even be linked into a follow-up combo against a cornered opponent (see Combo VII). EX Aeolus Edges can actually be linked one into another back-to-back against a cornered foe when Poison is just inside half the screen's distance away. It's very difficult for opponents to react to because of its speed. Use this version to gain a zoning advantage against single-hit projectiles or as a low-risk way of dealing chip damage at mid-range.

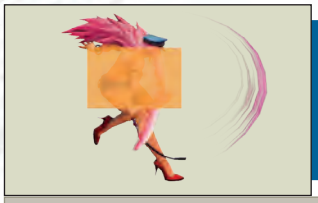
SUPER & ULTRA COMBOS

Thunder Whip ↓ ↓ + P



HITS	6
BLOCK LEVEL	HL
DAMAGE	40X3, 50, 100, 100
STUN	0
STARTUP	0+2
ACTIVE	11 (19) 10
RECOVERY	50
ON HIT	–
ON BLOCK	-35

NOTES Frames 1~3 invincible, frame 4 projectile invincible, airborne frames 5~23 & 32~74, hard knockdown, every hit before the last one causes free juggle state





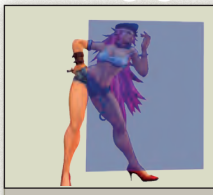
NOTES Frames 1~10 invincible, projectile hit triggers Ultra cutscene, hard knockdown, Ultra destroyed by other projectiles, juggle potential 1

Love Storm ↓ ↓ + P P P

HITS	11
BLOCK LEVEL	HL
DAMAGE	75, 30X2, 15, 30X6, 135
STUN	0
STARTUP	0+10
ACTIVE	–
RECOVERY	61
ON HIT	–
ON BLOCK	-34



Poison Kiss ↓ ↓ + P P P



HITS	3
BLOCK LEVEL	–
DAMAGE	30X2, 450
STUN	0
STARTUP	0+2
ACTIVE	4
RECOVERY	79
ON HIT	–
ON BLOCK	–

NOTES Ultra throw, frames 1~5 invincible, reach 0.649, hard knockdown

Super Combo: Thunder Whip: Thunder Whip is an extremely fast-starting Super that consists of two rising whip attacks. With some invincibility and a startup of 2 frames, Thunder Whip can be used as a 370-damage anti-air. It's also one of the best ways to add damage from a crouching MK ▷ Whip of Love combo (see Combo V). However, its best asset is its ability to punish 2-frame recovery attacks that are generally unpunishable (such as Balrog's LP Dash Straight and Yang's LP Mantis Slash).

UCI: Love Storm: This Ultra is a single-hit projectile that transitions into a cinematic on hit. Unlike other projectile Ultras, Love Storm only hits once and can be nullified by normal single-hit projectiles. It's primarily used as an anti-air and a combo finisher.

As anti-air, Ultra I synergizes well with her zoning play style. She'll usually be at mid-to-long range, so having Ultra I ready to anti-air can net you a good amount of damage. Love Storm can also be juggled into from any anti-air Aeolus Edge hit. For instance, if you can bait the enemy into jumping onto MP or HP Aeolus Edge, you can actually combo into Ultra I if you're close enough. In combos, you can use it from almost any juggle. For example, after a combo into EX Whip of Love sequence followed by Love Storm, or after MK Kissed by a Goddess ▷ FADC.

UCII: Poison Kiss: Poison Kiss is a command throw Ultra with 2 frames of startup post-Ultra flash. Since its throw range is smaller than a normal throw and it doesn't grab instantly after Ultra flash, its usefulness as a command throw is severely limited. Its best use is as an "all-in" punish to ground attacks. If you can make a good read on an opponent's up-close ground offense or defense, you can deal a massive amount of damage with Poison Kiss. In your offense, you can set up a Poison Kiss from either a blocked Whip of Love or a blocked Love Me Tender. Opponents failing to punish your Whip of Love with a ground attack will take 510 points of damage. Since it's invincible for 5 frames and starts up in 2, it will never lose to a non-invincible ground attack.

Recommended Ultra Choice: Ultra I

Love Storm is almost always recommended. It's a much more versatile Ultra, both in combos and as anti-air. Additionally, it can be used in the same places you would use Ultra II anyway. It has 10 frames of invincibility, so it's likely to beat out most attacks. Only select Ultra II if you are confident in being able to read your opponent's attacks or if you're expecting to connect with Focus crumples often.

Overview

PROS:

- Excels at mid-range with her crouching MK ▷ MP Whip of Love strings
- Her basic combos usually end with a hard knockdown, which leads into Aeolus Edge pressure
- Has a good up-close pressure game with low-crushing moves and a 150-damage forward throw
- Her unconventional Aeolus Edge projectiles can be difficult to play against

CONS:

- Kissed by a Goddess is a lackluster anti-air special, so she's forced to use normal move anti-airs
- Offense-based characters can corner her easily because of her limited mobility
- Can be too reliant on Whip of Love block strings; opponents can take advantage of her disadvantage after blocked/whiffed Whip of Love
- Her Aeolus Edge only shines at mid-range; LP Aeolus Edge is the only threat at full screen and is predictable in speed

Poison is a footsie-based, zoning character that excels at mid-range. Her slow-traveling projectiles help her keep opponents locked down while applying her effective Whip of Love attack strings. Her primary goal is to pressure opponents at mid-range, eventually forcing out a mistake or hitting a Whip of Love hard knockdown combo.

Your objective playing Poison is to force out enemy mistakes with her excellent mid-to-long range projectiles, engaging in close range when necessary. You can achieve this by:

- At long range, using LP Aeolus Edge to gain screen control, allowing an advance into mid-range
- Baiting out and punishing misguided jump-in attacks from the opponent with MP and HP versions of Aeolus Edge
- Forcing the opponent into blocking crouching (MK) ▷ MP Whip of Love from max distance
- Getting into close range with Elbow Drop or Love Me Tender attacks, and following up with 3-frame crouching (LP) or forward throw

LONG RANGE

While you don't want to stay at long range with Poison for an extended amount of time, you do have some ways to pressure opponents to gain an advantage. LP Aeolus Edge functions the same way as most other LP projectiles; it's relatively slow in travel speed allowing you to advance towards your opponent.

Although Poison is an unconventional zoning character, basic zoning strategies still apply to her. Take mental notes of how your opponent reacts to your projectiles and categorize them accordingly. If your opponent is impatient and aggressive, you can bait out forward jumps that lead to an advantage for you. Opponents jumping in from long range just to gain distance are taking risks. You essentially get a free crouching (MK) ▷ Aeolus Edge or MP Whip of Love attempt, an ideal situation for you. Of course, if you're at closer ranges, you can punish long-range jumps with a well-timed standing (HK). Another tactic is to take advantage of the slow travel speed of MP and HP Aeolus Edge. This may bait out a forward jump, which you can punish on descent with another MP Aeolus Edge. At closer ranges, you can even juggle this into Ultra I.

Against opponents who neutral jump over LP Aeolus Edge, you can simply walk forward into mid-range and begin your crouching (MK) and HP Aeolus Edge pressure. If your opponent tends to Focus absorb ▷ backdash/forward dash against your projectiles, you can follow your shots with crouching (MK) ▷ MP Whip of Love. You can do this on reaction to the Focus absorb animation. From farther away, you can go for a standing (HP) follow-up instead. At full screen, you can dash forward and force the enemy to block crouching (MK) or you can follow up with another LP Aeolus Edge, repeating the same flow chart.

Against projectile-based characters, you might find it difficult to keep up with fast-traveling fireballs (like Ryu's HP Hadoken). To counter this, you can simply jump forward over a projectile into mid-range. Just be sure to jump in from a long distance to prevent being punished. Usually, you will have to block an attack on landing, but it's preferable over getting pushed into the corner. Alternatively, you can go into an all-out projectile war using LP Aeolus Edge. The downside is that since MP and HP Aeolus Edge have long startup times, you won't be able to utilize them on demand. This makes your projectile speed and recovery predictable, which allows an astute enemy to engage on you with jump-in pressure. With meter, you can use EX Aeolus Edge to blow through single-hit projectiles and gain advantage. EX Aeolus Edge is one of the better EX projectiles in the game, so don't be afraid to burn through your meter to keep yourself from being cornered and to get into mid-range.

Your hardest matchups will be against characters with high air mobility. Characters like Rufus, Yang, and Yun have multiple ways of getting over projectiles at long range while easily cornering you with dive kick pressure. You'll have to be aggressive and decisive in these matchups and walk into mid-range to hold your ground. Attempting to zone these characters out with only LP Aeolus Edge will usually prove futile, as it's not worth being cornered trying. These rules also apply to most grappler characters; hold your ground as much as possible and don't back off into full screen.

MID-RANGE

Mid-to-long range is where Poison shines the most. She has an excellent tool kit consisting of crouching (MK), HP Aeolus Edge, standing (HP), and Focus Attack. When you're in range to use crouching (MK), take the opportunity to do so. You can then cancel it into either Aeolus Edge or MP Whip of Love.

Crouching (MK) ▷ MP Whip of Love is -4 on block, so it's largely safe because of the distance at which you're left. It's only punishable by low-startup Supers that travel quickly (like Chun Li's and Ryu's), otherwise you can use this sequence liberally. On a confirmed crouching (MK) hit, go into Combo V. It's important to note that the window for canceling into Whip of Love 2nd hit is smaller than most rekka-style moves, so execute the second whip attack as soon as you can when you verify a hit. Against some characters, using this attack string at max range can result in a whiffed MP Whip of Love, so consider using EX Whip of Love instead (which always combos). Or as a counter-hit bait, you can cancel your whiffed Whip of Love 1st hit quickly into Whip of Love 2nd. It's risky, but it can potentially save you from being whiff punished. From closer up, use LP Whip of Love to keep yourself from getting too close. Characters with reversals that start up faster than 4 frames will be able to punish you if Poison pushes too far into her target.

Crouching (MK) ▷ HP Aeolus Edge is her second-best mid-range option, especially against overly-defensive opponents. While it's not a combo, it provides a large amount of frame advantage on block.

The farther away you are, the longer it takes for HP Aeolus Edge to connect with the opponent and the more advantage you'll have. Additionally, you'll recover in time to anti-air with MK Kissed by a Goddess if the opponent jumps over your HP Aeolus Edge after blocking your crouching (MK). If the enemy gets hit by your HP Aeolus Edge, you can easily combo into a crouching (MK) ▷ MP Whip of Love combo. On block, you'll have enough advantage to keep them in blockstun with crouching (MK). You can also use this advantage to move into close range with Elbow Drop or Love Me Tender.

In situations in which you might not be able to exploit your crouching (MK) attack, you can consider using Focus Attack. An opponent who is aware of the startup time of your crouching (MK) can counter-hit you with a fast, preemptive crouching attack (like Ken's crouching (MK)). Fish out these attacks by walking out of range and punishing with crouching (MK) or crouching (HK). Alternatively, you can punish with a Level 2 Focus Attack charged and released on reaction to the enemy's poke. Poison's Focus Attack distance is good enough to use it as a way to get into close range, so you can charge to Level 2 Focus Attack and release followed by a dash to get up close.

Against characters with dive kicks, you won't be able to use your crouching (MK) as much since its recovery is relatively long and easily punishable. Play more defensively against dive kicks and be reactive with anti-air crouching (HP) or air-to-air jumping (HK).

These situations can be difficult to tackle, so be decisive while trying not to let your enemy gain steam on you. You might have to give up space and jump back from these dangerous situations to let off pressure, so assess the situation and react accordingly.

As with most footsie-based characters, Poison's mid-range effectiveness is greatly amplified when the opponent is cornered. If you distance yourself correctly, it can be extremely difficult for opponents to deal with. Crouching MK ▷ HP Aeolus Edge is more effective against a cornered opponent because there's no pushback on block, leaving you within range to follow up with whatever you want; keep a lockdown going with repeated crouching MK ▷ HP Aeolus Edge or go for Elbow Drop overhead into a combo (see Combo II).

Defensively at mid-range, Poison has multiple options to deal with jump-in attacks, with her best one being crouching HP. Crouching HP has a long cancel window, so you can always almost follow up anti-air crouching HP with a cancel into MP or HP Aeolus Edge. This not only punishes the opponent's jump-in, but gives you guaranteed chip damage with plenty of advantage against their air recovery. Her other anti-air options are different versions of Kissed by a Goddess. These aren't recommended in most cases unless you need the invincibility frames to beat certain attacks or you don't have enough time to perform crouching HP. The LK and MK versions deal little damage while HK Kissed by a Goddess has a long startup time of 10 frames. However, Kissed by a Goddess isn't considered airborne until late into the move, so it's possible to trade with a jump-in in order to connect Ultra I, Whip of Love, or crouching HK. If you're going for an intentional trade, use LK Kissed by a Goddess to maximize your chances of trading since it has the lowest amount of invulnerability.

CLOSE RANGE

Poison's up-close game isn't as strong as her mid-range game, but she does have a couple of powerful tools at her disposal. Crouching LP is a 3-frame attack and can be linked into another crouching LP for a LP Whip of Love combo (see Combo I). Close LK is a 4-frame attack that's +6 on hit and +3 on block, so it can be used to link into stronger combos or as a setup to a frame trap. If you can get into point-blank range, using crouching LK ▷ close LK can potentially score a follow-up crouching HP ▷ Whip of Love combo. Against a wakeup backdash, you can use an option select in your chained light attacks with an input of CR.LK ▷ CR.LP + MK. You'll get a crouching MK if your opponent dashes back from your crouching LK and a chained crouching LP if it connects. If you hit a backdash with your crouching MK in this manner, it's difficult to react in time to cancel it into Whip of Love, but it is possible.

To mix it up, add Poison's forward throw to your up-close arsenal. It does 150 points of damage, the most damage a normal throw can do, and sets them up for a meaty HP Aeolus for valuable frame advantage. Poison's forward throw doesn't have the best range and she can't boost it with a kara technique, so you'll have to go for your throws at point-blank range; either after a close LK or a single crouching LP. When you've instilled the fear of being thrown into your opponent, you can start using close HK as a frame trap (see Combo III). It starts up in 6 frames, so it's best to use it on either the opponent's wakeup, after close LK, or after crouching LP.

You can also use a frame trap with HK Kissed by a Goddess ▷ FADC forward. Since it's highly invulnerable to strikes (for 12 frames), HK Kissed by a Goddess will beat out any attack your opponent sticks out (unless it's a throw). This is a good way to beat crouching option-select tech throws, leading into a damaging Ultra I or juggle setup. Kissed by a Goddess puts enemies into a free juggle state so you can combo into it with a normal attack (see Setup I). You can use LK or MK version to accomplish the same thing while being throw invincible, but HK starts up much slower so it's more deceptive.

On defense, Poison has a few options to deter aggressive opponents. Her backdash is above average in speed, so you can use backdash on wakeup to get to safety (unless your opponent is using an option select to punish it). Otherwise, your best bet is to use meter on MK Kissed by a Goddess ▷ FADC, or to just block and look to tech throws. If using MK Kissed by a Goddess ▷ FADC, you generally won't have enough time to dash forward on reaction for a combo (some dragon punch characters have this luxury); you'll have to commit to either a forward or back dash and either go for a combo or back out to safety.

For your tech throw option selects, you can either use an input of CR.LP + LK for a crouching LK that can potentially lead into a combo, or you can use CR.LP + LK + HP ▷ ↻ + HP for an anti-dive-kick option. If you hit a close dive kick out of the air with your crouching HP, you'll get them to land into a meaty HP Aeolus Edge.

SETUPS

Poison's gameplan doesn't revolve too much around mix-ups, but she does have a few good air recovery setups.

I. ↙ + HK ▷ FADC forward, then either:

CR. HK

This gives you a hard knockdown which you can follow up with meaty HP Aeolus Edge, which then leads into an overhead combo or crouching MK mix-up.

CR. HP ▷ ↻ + MP

This forces the opponent into air recovery and then forces a blocked MP Aeolus Edge. While not as effective as a meaty HP Aeolus Edge that a hard knockdown provides, it doesn't give the opponent a delayed wakeup option.

II. Mid-screen, EX Whip of Love 4th hit ▷ ↷, then either:

At jump apex, jumping MP, → →, ST. HK into a combo

If you time the jumping MP correctly, it'll put the enemy at a high enough altitude for you to dash under them for a ground cross-up combo.

While descending, jumping HK, → →, ST. HK or CR.LP block string

This is a frontal mix-up, but it's mainly used to keep up pressure.

III. Corner; EX Whip of Love 4th hit ▷ ↷, jumping HK, → →, ST. HK into a combo.

This sequence sets up either a cross-up into the corner or a fake frontal mix-up. To cross-up, perform your jumping HK slightly before you land and immediately buffer into a forward dash. To stay on the same side, time your falling HK so that it hits later than you would for the cross-up iteration; your attack should hit when you're about to touch the ground. Your follow-up dash will look like it's about to cross-up, but it doesn't.

Combos

I. CR. LK ▷ CR. LP, then either:

CR.LP ▷ ↺ + LP ▷ ↺ + P ▷ ↺ + P
182 damage, 230 stun
ST.MK then cancel into either:
↺ + MP ▷ ↺ + P ▷ ↺ + P
214 damage, 270 stun
↺ + P P ▷ ↺ + P ▷ ↺ + P ▷ ↺ + P ▷ ↻, ↯ + LK
230 damage, 335 stun

Besides Combo V, this will be your most used attack string. Poison's combos are straightforward, but effective. At point-blank range, you can link into crouching HP using close LK; these situations are rare for Poison, but are worth noting for dealing extra damage. You'll usually be at further ranges when hitting with this combo, so using crouching LP ▷ LP Whip of Love is recommended. MP Whip of Love usually won't combo from max range standing MK, so only use that version of the combo at closer ranges.

II. ↬ + MP or ↺ + K, CR. LP ▷ CL. LK, CR. HP then cancel into either:

↺ + HP, ↺ + P, ↺ + P
295 damage, 455 stun
↺ + P P ▷ ↺ + P ▷ ↺ + P ▷ ↺ + P ▷ ↻, ↯ + LK
302 damage, 500 stun

These combos showcase Poison's combo ability with her overhead and Love Me Tender initiations. Elbow Drop (against crouching characters) into crouching LP is a 1-frame link while Love Me Tender into crouching LP is a 2-frame link. Love Me Tender can be blocked low, but it does more damage and is a good low-crushing move, essentially functioning as a dive kick.

You'll have to modify these combos at further range by canceling into LP Whip immediately after crouching LP. These optimal variations shown only work at point-blank range.

III. CL. HK (2 hits) ▷ ↻ + LP ▷ FADC forward, CR. HP ▷ ↺ + HP ▷ ↺ + P ▷ ↺ + P

358 damage, 500 stun

Close HK is a 6-frame 2-hit attack that forces the target into standing position on hit. It makes for an excellent hit-check attack string with LP Aeolus Edge and can be confirmed with a FADC follow-up combo. Use close HK as an attack in an up-close frame trap and follow up with this highly damaging combo on hit.

IV. Level 2 Focus Attack, ↬ ↬, then either:

CL.MP (2 hits), CR. HP ▷ ↺ + HP ▷ ↺ + P ▷ ↺ + P
305 damage, 445 stun
↻ + HP, CR. HP ▷ ↺ + HP ▷ ↺ + P ▷ ↺ + P
297 damage, 405 stun
↺ ↺ + P P P
447 damage, 150 stun

These are example combos you can execute after hitting a Focus Attack crumple. They're much harder than simply using close HK into whips, but they do a bit more damage. Close MP into crouching HP is a 1-frame link, so practice this combo using a plink input of CR. HP ~ MP to allow some room for error.

V. CR. MK ▷ ↺ + MP, ↺ + P, then canceled into either:

FADC forward, CR.LP, CL. HP ▷ ↺ + HP ▷ ↺ + P ▷ ↺ + P
295 damage, 405 stun
↻ ↻ + P
409 damage, 190 stun

Mid-range crouching MK ▷ MP Whip will most likely be your go-to attack sequence. You can add an extra bit of damage if you have the meter for it. For two meters, FADC from Whip 2nd hit and go into a crouching LP link combo.

With a full gauge, you can deal over 400 points of damage by canceling Whip 2nd hit into your Super.

VI. Forward jumping HK, CL. HK (2 hits) then canceled into either:

↯ + MK (1 hit) ▷ FADC forward, ↻ ↻ + P P P
561 damage, 480 stun
↺ + P P ▷ ↺ + P ▷ ↺ + P ▷ ↺ + P ▷ ↻, land, ↯ + K K
374 damage, 622 stun

If you're fortunate enough to land a clean jump-in combo, you can do a devastating amount of damage with two stocks of Super meter and Ultra I.

Alternatively, you can combo into EX Whips followed by an ending of your choice; either jumping HK for an air recovery mix-up or with EX Kissed by Goddess for maximum damage.

VII. Cornered opponent, forward jumping HK, CL. HK (2 hits) ▷ ↻ + P P, CR. LP, ST. MK ▷ ↺ + MP ▷ ↺ + P ▷ ↺ + P

417 damage, 635 stun

Against a cornered opponent, you can do a fancy high-damage combo utilizing the 4 frames of advantage off of EX Aeolus Edge. It does 417 points of damage for only one stock of Super Gauge.

VIII. Cornered opponent, level 3 Focus Attack ▷ ↬ ↬, ↻ + HP, CL. HP ▷ ↻ + P P, CL. LK, CR. HP ▷ ↺ + P P ▷ ↺ + P ▷ ↺ + P ▷ ↺ + P, then either:

↺ + HP ▷ ↺ + P ▷ ↺ + P
434 damage, 595 stun
↻ ↻ + P P P
465 damage, 580 stun

This is a situational combo you may end up using if you can stun an opponent in the corner. This showcases the 10 frames of advantage you have off of HP Aeolus Edge as well as the 4 frames of advantage from EX Aeolus Edge (which allows a 1-frame link into close LK).

IX. CR. MK ▷ ↺ + MP ▷ ↺ + P ▷ EX Red Focus crumple ▷ ↬ ↬, ↺ ↺ + P P P

428 damage, 220 stun

A sample combo using an EX Red Focus crumple dash cancel and Poison's Ultra II.

ROLENTO

First appearance: *Final Fight* (1989)

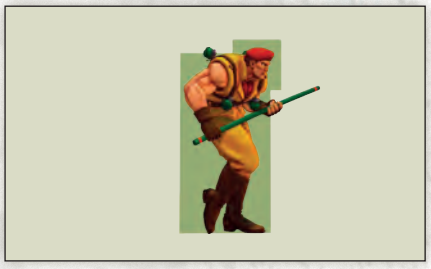


Data

STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	950	C
Forward Walk Distance Per Frame	0.035	C
Backward Walk Distance Per Frame	0.03	C
Dash Duration in Frames	18	B+
Dash Distance	1.33081	A-
Backdash Duration in Frames	8 invincible, 10 airborne, 9 recovery (27 total)	C
Backdash Length Distance	0.82328	D+
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.92499	B

W Ultra Damage: 75%

Standing



Crouching



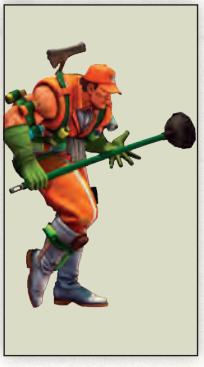
Jump Arc



Costume 1



Costume 2



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	11
ON HIT	-3
ON BLOCK	-6
CANCEL	SP, SU

NOTES Juggle potential 2

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	6
ACTIVE	8
RECOVERY	15
ON HIT	+0
ON BLOCK	-5
CANCEL	SP, SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	6
RECOVERY	4
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	6
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	12
ON HIT	+6
ON BLOCK	+2
CANCEL	—

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	—

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 50
STUN	150, 50
STARTUP	8
ACTIVE	2, 3
RECOVERY	23
ON HIT	-4
ON BLOCK	-8
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	5
RECOVERY	11
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	15
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching MP



HITS	3
BLOCK LEVEL	HL
DAMAGE	20, 20, 30
STUN	20, 20, 60
STARTUP	8
ACTIVE	9
RECOVERY	5
ON HIT	+6
ON BLOCK	+4
CANCEL	—

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	4
RECOVERY	15
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	5
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	65
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	16
ON HIT	+0
ON BLOCK	-5
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	200
STARTUP	10
ACTIVE	7
RECOVERY	22
ON HIT	—
ON BLOCK	-11
CANCEL	—

NOTES Hard knockdown

JUMP NORMAL MOVES

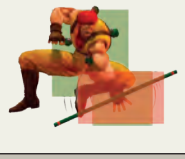
Neutral and diagonal jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

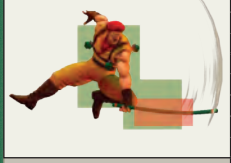
Neutral jumping MP



HITS	3
BLOCK LEVEL	H
DAMAGE	20, 20, 40
STUN	20, 20, 60
STARTUP	5
ACTIVE	12
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1st hit causes limited juggle state, 2nd hit juggle potential 1, 3rd hit juggle potential 2

Neutral and diagonal jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Neutral and diagonal jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	3
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Neutral and diagonal jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Neutral and diagonal jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

NORMAL THROWS

Rolento's forward throw leaves the opponent at about forward-jump distance away with enough advantage to go for a deep jump-in attack or to dash in for up-close offense. If the opponent uses delayed wakeup, however, you can go for a cross-up attempt with forward jumping MK.



Colonel Carrier

LP + LK

DAMAGE	130
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.886

Deadly Package

⟲ + LP + LK

DAMAGE	130
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.960

At mid-screen, forward throw isn't as effective as back throw, but it is better if your opponent is already cornered. You can go for a few tricky cross-up setups following a forward throw into the corner (see Setups).

Rolento's back throw is the throw to go for in any mid-screen situation. It boasts a larger range and much more advantage. After a back throw, you can dash forward twice and still have enough time for an ambiguous jumping attack (see Setup I).

An alternative to going for a mix-up off of your throws is by simply using meaty HK Stinger. Stinger provides a large frame advantage and allows you to advance safely while keeping up your offensive pressure. After a forward throw, you can immediately go into HK Stinger Jump ▷ HK Stinger. After back throw, dash forward once and then perform HK Stinger Jump ▷ HK Stinger.

Additionally, you can increase Rolento's throw range with a kara technique involving his standing LK. To execute this, use an input of either ⟳ + LK~LP or ⟲ + LK~LP. Since the move used for the kara throw is a normal standing LK attack, you can actually use this technique with his back throw (which already has a good range); a rare trait as far as kara throws go. Kara throw is an excellent follow-up to two blocked light attacks (starting from point-blank range.)



FOCUS ATTACKS

During his Focus Attack charge, Rolento leans back while drawing his baton; on release, he flings it forward with a far-reaching attack. Rolento's Focus Attack is one of the better ones in the game and rivals those of Fei Long and Dudley. Level 2 Focus Attack charges one frame faster than the average Focus Attack and its release range reaches slightly beyond his standing MK. Needless to say, this is a dominating move in Rolento's mid-range toolset and synergizes well with his offensive play style.

With its range and speed, Rolento's Focus Attack excels at fishing out and punishing most mid-ranged attacks, including projectiles. Use your Focus Attack in conjunction with standing MK and standing HP to exert mid-range dominance. While it does offer a large range, it's also very vulnerable if whiffed. Be careful not to release it out of range because Rolento lunges forward and exposes himself.

Rolento's EX Red Focus cancel can be useful in a few cases. For instance, Mekong Delta Attack is a good attack but is largely unsafe on block; however, it can be made safe with either FADC or EX Red Focus cancel. While both options make the rolling attack safe, Red Focus cancel and release will cause a crumple, leading into a high-damage combo (see Combo X). On block, you'll have frame advantage for up-close pressure after a dash, whereas you would be at a slight disadvantage with a normal FADC. You can also use EX Red Focus cancel off of crouching MK ▷ MP Patriot Circle 1st hit for a crumple combo (see Combo VII). Although it's usually better to use a normal Patriot Circle ▷ FADC combo, you might want an easy Ultra II setup off the crumple that Red Focus Attack provides.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	36
ON HIT	-22 (-2)
ON BLOCK	-22 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	17+11
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-16 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	64
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	36
ON HIT	-22 (-2)
ON BLOCK	-22 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	17+11
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-16 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	64
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Trick Rod

→ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	17
ACTIVE	4
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	–

NOTES Low crush, airborne frames 4~29

Trick Rod: Rolento hops forward on his baton and delivers a downward pogo strike to his foe. Trick Rod is designed to be a quick ground attack that deters a defending opponent from sticking out low attacks and ground throws. It's airborne on frame 4, which is extremely fast for a ground-based attack, so it will beat all throws and most option select tech throw attempts (as they usually involve crouching LK attacks). It's only +1 on hit, but it is generally safe on block at -2. Since it's airborne, mid attacks will put you in air recovery, which prevents you from being hit by a ground combo.

Use this attack to keep up your offensive tempo at close range without committing to a heavier frame trap attack. It can surprise opponents with its fast airborne startup and it also moves you forward a great amount.

A good way to use this attack is as a substitute in a throw setup. For instance, a sequence of close LP, close LP can be followed by a kara throw. Instead of going for the throw, go for Trick Rod instead. Opponents accustomed to your throw timing will naturally go for a crouching option select of CR. LP + LK, which Trick Rod will beat cleanly.

Spike Rod

↑ + MK in air, then ↖, ↑, or ↗ to choose bounce direction



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	6
ACTIVE	–
RECOVERY	TILL LANDING + 41~44
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 9 airborne but ground-level recovery frames after Spike Rod, then 28 frame airborne bounce in chosen direction, 4 landing recovery frames if jumping normal used during bounce, 7 landing recovery frames if no jumping normal used, forward bounce distance 1.28, backward bounce distance 1.19994

Spike Rod: Rolento performs a downward thrust with his baton that stays active while he's airborne. On landing, Rolento bounces off of his baton into a follow-up small jump. Spike Rod is a unique move; it acts as kind of a dive kick which is then followed by a hop in your chosen direction. Hold ← during Spike Rod to small jump backward and hold → to small jump forward. You can also hold ↑ to small jump in place.

Spike Rod has a couple of important uses. It can be used to change your trajectory mid-air since it halts your forward movement and thrusts you downwards. You can use it to quickly get over a projectile without committing to the range of a normal forward jump. Forward jump and immediately input ↑ + MK, then either hop backwards to stay safe or bounce forward to go for an aerial HP or HK attack.

Like Trick Rod, Spike Rod is a low-crushing attack while it connects with the ground. You can use this from further distances to avoid having to block low attacks such as Evil Ryu's crouching MK. You'll punish the attack and then have an opportunity to hop forward with an offensive jumping attack.

Additionally, you can use the forward and back bounce off of the pogo to cross-up grounded opponents. Forward bounce can cross-up crouching opponents while backwards bounce can cross-up most standing opponents. You can use this as a cross-up mix-up in a variety of ways. For example, jump in with a Spike Rod attack at close range, then follow it up with a forward bounce jumping MK. As you're landing, most opponents will naturally block low, which allows you to hop over them with a cross-up jumping MK mix-up. See Setup II for another Spike Rod setup.

Trick Landing: Trick Landing is a pogo jump that extends Rolento's normal jump. It can only be performed if no air attack is used. The jump itself travels in a wide horizontal arc, but cannot be canceled into any attacks. It also has more landing recovery than a normal jump. The jump's trajectory is directly correlated to the normal jump it's executed from: backwards jump into Trick Landing will propel you further back, neutral jump will cause you to bounce in place, and forward jump will propel you far forwards.

Use of this unique move is not recommended in most cases because Spike Rod is much more versatile and allows for an actual follow-up aerial attack. Trick Landing may only be useful to cover more ground if you're jumping away from an opponent and need to gain max screen distance.



Neutral jump Trick Landing
K K K just before landing from neutral jump

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~24f airborne, 25~32f landing recovery

Forward jump Trick Landing
K K K just before landing from forward jump

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~30f airborne, 31~38f landing recovery, forward travel distance 2.46641

Backward jump Trick Landing
K K K just before landing from backward jump

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~31f airborne, 32~39f landing recovery, backward travel distance 2.08

SPECIAL MOVES



LK Stinger jump
↓↘ + LK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	STINGER

NOTES 1~29f projectile invincible, 12~45f airborne, 46~52f landing recover (if no Stinger thrown), Stinger throw possible after 9th frame

MK Stinger jump
↓↘ + MK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	STINGER

NOTES 1~29f projectile invincible, 12~47f airborne, 48~54f landing recover (if no Stinger thrown), Stinger throw possible after 9th frame

HK Stinger jump
↓↘ + HK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	STINGER

NOTES 1~29f projectile invulnerable, 12~52f airborne, 53~59f landing recover (if no Stinger thrown), Stinger throw possible after 9th frame

Stinger Jump: Stinger Jump is a special jump that can be canceled into Rolento's Stinger projectile. The three different kick versions vary with height and recovery. Important to note is that all versions including EX Stinger Jump are projectile-invincible. This lets you get through projectiles while releasing one of your own. Although Stinger Jump itself is invulnerable to projectiles, once it's canceled into Stinger, Rolento is immediately vulnerable to projectiles again. Make sure to cancel into Stinger once your hurtbox is clear of a projectile. Because it goes airborne, LK Stinger Jump ▷ Stinger is a great way to hop over mid-range crouching attacks. While it does go airborne, Stinger Jump leaves the ground much later than a normal jump (on frame 12 rather than frame 5), so take that into consideration against fast attacks.

EX Stinger Jump is different than its normal version counterparts; Rolento hops forward instead of straight up and any button input during his jump will execute an EX Stinger. It's also much faster overall, being airborne on frame 6.

Stinger P or K during Stinger jump



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	16
ACTIVE	–
RECOVERY	TILL LANDING +7 GROUNDED
ON HIT	+19 MAX
ON BLOCK	+11 MAX
CANCEL	–

NOTES Button strength determines Stinger release angle, causes free juggle state against airborne foe, juggle potential 2

EX Stinger jump ↓↘ + K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	EX STINGER

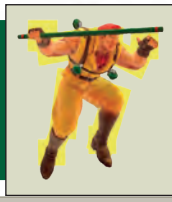
NOTES 1~22f projectile invulnerable, 6~22f airborne, 23~29f landing recover (if no EX Stinger thrown), Stinger throw possible after 9th frame

Stinger: Stinger is an angled aerial "projectile" that's performed from Rolento's Stinger Jump. It's an unconventional projectile in that it actually does not have projectile properties; it does not nullify other projectiles on impact nor does it count as a projectile towards projectile-invincible moves. When it collides with Hadoken, for example, Stinger will dissipate while the Hadoken will remain active. Additionally, it will hit and beat out projectile-invulnerable moves (such as Blanka's EX Rolling Attack). An interesting and disadvantageous trait it has is that it can be hit out of the air by non-projectile attack hitboxes.

Stinger can be launched at three different angles depending on the strength of attack used during a Stinger Jump (Stinger can be performed with punch and kick buttons, including with the "negative edge" release of any button, but for the sake of simplicity, we'll be using kick attack notations in this guide). LK Stinger is thrown at a steep downward angle, HK Stinger at a 45-degree angle, and MK somewhere in between. Stinger can be used as a mid-range zoning tool, but because it can be deflected by normal attacks, it is nowhere near as powerful as Akuma's Zanku Hadoken for zoning purposes. Its main strength lies in its advantage provided on hit and block. Use Stinger to safely initiate your mid- and close-range attacks; either from neutral or as an attack string ender. For instance, if you're at close range and your close HK is blocked, you can go for a follow-up crouching MK ▷ LK Stinger Jump ▷ HK Stinger instead of following through with Patriot Circle. This allows you to keep up your offensive tempo.

EX Stinger
P or K during EX Stinger jump





HITS	3
BLOCK LEVEL	HL
DAMAGE	30X3
STUN	50X3
STARTUP	9
ACTIVE	–
RECOVERY	TILL LANDING +6 GROUNDED
ON HIT	–
ON BLOCK	+3
CANCEL	–

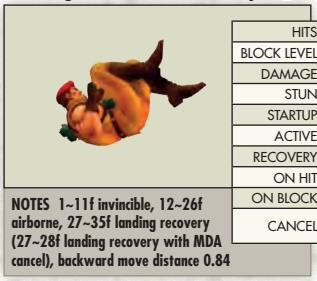
NOTES 1st hit causes free juggle state, all hits juggle potential 3, soft knockdown

LK Stinger Jump ▷ Stinger can be used in up-close situations, as long as you have enough advantage to throw the knife. Use it on an opponent's wakeup or off of a close attack like close HP. A low-altitude LK Stinger into crouching MK can be a true blockstring if performed fast enough; use the potential massive advantage you get from blocked Stingers to overwhelm opponents at close range. LK and MK Stinger are also comboable from counter-hit close HP; this allows for a strong frame trap attack sequence that may lead up to a devastating combo (see Combo VI).

EX Stinger is performed from EX Stinger Jump. Regardless of button used to execute the attack, Rolento will throw an array of three knives that travel very quickly covering a large angle. This is one of Rolento's best attacks because it's extremely fast, safe, and comboable. It can be juggled into another EX Stinger or into Ultra I from almost half a screen away (see Combo VIII).

EX Stinger can be used in many situations. It can be used as a swift projectile attack to chip an opponent, to punish projectiles on reaction (with the projectile invincibility of EX Stinger Jump), or to simply keep an opponent in blockstun for frame advantage. It combos canceled from close HP and even max range crouching MK if you can execute the Stinger fast enough. Don't be afraid to burn through some meter on EX Stinger in high-pressure situations whether you're on defense or offense.

Mekong Delta Attack backflip P P P



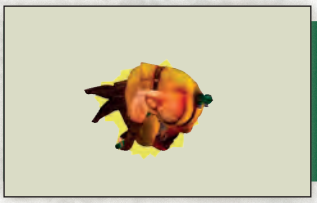
HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	MEKONG DELTA ATTACK

NOTES 1~11f invincible, 12~26f airborne, 27~35f landing recovery (27~28f landing recovery with MDA cancel), backward move distance 0.84

Mekong Delta Attack Backflip: This is a special backflip that can be canceled into a follow-up Mekong Delta Attack. It sports 11 frames of invincibility on startup, so it's an excellent option available for avoiding up-close pressure while mid-screen. It's also good for creating distance from an opponent while having a threat of a follow-up rolling attack. Unfortunately, Mekong Delta Attack backflip is not very useful when you're cornered, so you can opt to use EX Mekong Delta Escape instead.

Mekong Delta Attack: This is a projectile-invulnerable, armor-breaking rolling attack following a Mekong Delta Air Attack Backflip. The three versions only vary in travel distance and are all relatively unsafe on block. Mekong Delta Attack is a versatile attack with its surprise factor, low profile, and invincibility to projectiles. Since it's -8 on block and is easily punishable by most characters, it can be difficult to use properly.

Since you have to use it from a backflip, you only have a small window to decide whether to use it or not. Against projectiles, you can use the HP version to go through and punish the enemy's recovery (cancel with Red Focus for a strong punish, see Combo X). Alternatively, you can use the LP version to roll slightly past the projectile allowing you to punish the opponent's recovery with a crouching MK ▷ MP Patriot Circle combo. Mekong Delta Attack is your most powerful move against a zoning opponent; its invulnerability to projectiles actually lasts longer than the entirety of its duration, so you can recover meaty in a projectile and still be able to block it.



LP Mekong Delta Attack
LP during backflip descent

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	BACKFLIP +3
ACTIVE	14
RECOVERY	10
ON HIT	-2
ON BLOCK	-8
CANCEL	SU

NOTES Armor break, soft knockdown on counter hit or vs. airborne foe, 1~26f projectile invincible, travels 25% screen distance

MP Mekong Delta Attack
MP during backflip descent

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	BACKFLIP +3
ACTIVE	14
RECOVERY	10
ON HIT	-2
ON BLOCK	-8
CANCEL	SU

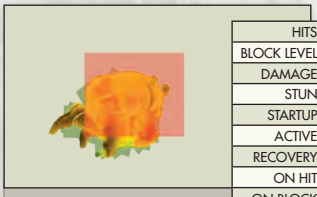
NOTES Armor break, soft knockdown on counter hit or vs. airborne foe, 1~26f projectile invincible, travels 50% screen distance

HP Mekong Delta Attack
HP during backflip descent

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	BACKFLIP +3
ACTIVE	16
RECOVERY	9
ON HIT	-2
ON BLOCK	-8
CANCEL	SU

NOTES Armor break, soft knockdown on counter hit or vs. airborne foe, 1~27f projectile invincible, travels 65% screen distance

EX Mekong Delta Attack
P P during backflip descent



HITS	5
BLOCK LEVEL	HL
DAMAGE	30X4, 80
STUN	30X4, 100
STARTUP	BACKFLIP +3
ACTIVE	24
RECOVERY	10
ON HIT	–
ON BLOCK	-10
CANCEL	–

NOTES Armor break, soft knockdown, juggle potential = hit number minus one (2nd hit has potential 1, 4th hit has potential 3, etc.)

During an evasive Mekong Delta Attack backflip, you can watch your opponent's reactions to see if they're aggressively chasing you. At closer ranges, you can surprise them with either LP or MP Mekong Delta Attack to catch the advancing opponent off-guard. Of course, your opponent can bait this out and block it, so it can be a bit of a risk without meter to FADC or Red Focus cancel it with. If you do have three stocks of Super Gauge, you can try your luck with a crumple combo or at least a force-blocked level 2 Red Focus Attack (which gives you frame advantage after you dash cancel).

EX Mekong Delta Attack travels full screen at a high speed while hitting multiple times. It's -10 on block, so it's a bit more punishable than the normal versions. It's also not cancelable, so use of this version is generally not recommended unless you desperately need to travel the full distance to punish a full-screen projectile or to deal chip damage.



LP Mekong Delta Air Raid roll
↺ + LP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	MEKONG DELTA AIR RAID

NOTES Rolls backward for 22 frames and 20% screen distance, Mekong Delta Air Raid possible after 6th frame

MP Mekong Delta Air Raid roll
↺ + MP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	MEKONG DELTA AIR RAID

NOTES Rolls backward for 36 frames and 40% screen distance, Mekong Delta Air Raid possible after 6th frame

HP Mekong Delta Air Raid roll
↺ + HP

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	MEKONG DELTA AIR RAID

NOTES Rolls backward for 46 frames and 60% screen distance, Mekong Delta Air Raid possible after 6th frame

Mekong Delta Air Raid roll: This is a ground-based escape move that can be canceled into Mekong Delta Air Raid. Rolento quickly rolls away from his opponent to a distance determined by the strength of punch used to execute the move. LP version rolls about a short distance (similar to backdash distance), MP version rolls back almost half screen, and HP version rolls backwards to about 80% of the screen.

Mekong Delta Air Raid roll is primarily used to cancel your close-range attacks to either create distance or to cancel into a Mekong Delta Air Raid for an overhead attack. Rolento's attack patterns can be extremely unpredictable with this move, as he can roll back varying distances while also being able to cancel into three different air raid attacks. EX Mekong Delta Air Raid roll is projectile invulnerable and travels backwards almost full screen. It can only be canceled into EX Mekong Delta Air Raid.

Mekong Delta Air Raid
P during Mekong Delta Air Raid roll



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	150
STARTUP	ROLL + 30
ACTIVE	3
RECOVERY	11
ON HIT	+11
ON BLOCK	+3
CANCEL	–

NOTES Hit against airborne foe causes limited juggle state

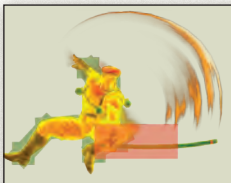
EX Mekong Delta Air Raid roll
↺ + P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	EX MEKONG DELTA AIR RAID

NOTES Rolls backward for 45 frames and 80% screen distance, 1~39f projectile invincible, EX Mekong Delta Air Raid possible after 5th frame

EX Mekong Delta Air Raid
P during EX Mekong Delta Air Raid roll



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	150
STARTUP	EX ROLL + 20
ACTIVE	4
RECOVERY	13
ON HIT	+8
ON BLOCK	-3
CANCEL	–

NOTES 1~19f projectile invincible, 1~23f airborne, hit against airborne foe causes limited juggle state

Mekong Delta Air Raid: After rolling backwards, Rolento launches forward with a special jumping attack with his baton. Mekong Delta Air Raid provides an especially large amount of advantage on hit and block while also hitting overhead. The three normal versions differ in jump distance covered: LP jumps a short distance while HP lunges to almost half screen. It's an exceptional tool in terms of offense, as it can be followed up with powerful combos thanks to its high amount of hitstun (enough to link into close HK). On block, it allows you to get into close range with a significant amount of frame advantage to apply your dangerous up-close frame traps and throw mix-ups. Since it can only be used from Mekong Delta Air Raid roll, this jumping attack can be predictable; fortunately, with the varying distances of the preceding roll as well as the three different distances that can be launched, you can keep your opponent guessing how and if you're going to attack.

Use Mekong Delta Air Raid canceled from your attack strings to overwhelm your opponent with an overhead. Keep up offensive tempo by varying your Mekong Delta Air Raid sequences with Stinger sequences to keep your opponent guessing whether you're going to commit to this jump attack. For example, you can use blockstrings ending with crouching MK ▷ LP Mekong Delta Air Raid roll ▷ LP Mekong Delta Air Raid to get back into close range to repeat the process. When you've conditioned your opponent with this jump attack, you can start using Stinger in place of the roll (which also leaves you safe and with frame advantage on block).

EX Mekong Delta Air Raid is a faster version that's +8 on hit, but is -3 on block. Its distance can't be adjusted, but it does make for a good surprise overhead if it's executed quickly from EX Mekong Delta Air Raid roll. It can be used on an opponent's wakeup for a quick overhead attempt as a mix-up to your crouching MK. You can also use it to create a low to high attack sequence with crouching MK ▷ EX Mekong Delta Air Raid roll ▷ EX Mekong Delta Air Raid; however, this isn't that difficult to block if your opponent is wary (as you don't have an alternative special attack that hits low).

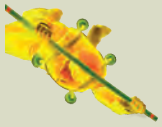
Mekong Delta Escape ↺ + K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Airborne starting on 12th frame, wall jump on 33rd frame, wall jump crosses 80% stage distance, 9 frames of landing recovery if no jumping attack is performed after wall jump

EX Mekong Delta Escape ↺ + K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~32f invincible, airborne starting with wall jump on 33rd frame, can alter wall jump trajectory with ← or →, 9 frames of landing recover if no jumping attack is performed after wall jump

Mekong Delta Escape: This is a command jump that launches at the wall behind Rolento. When he reaches the wall, he performs a high-speed jump off of it toward the enemy. The wall jump reaches past half screen and is treated as a normal jump, allowing you to use any of Rolento's air attacks including Spike Rod. The strength of kick attack used to execute Mekong Delta Escape makes no difference in its properties.

This wall jump can be used as an escape from enemy aggression or as a long-range attack initiation. Its trajectory is relatively predictable, but you can alter your trajectory slightly with Spike Rod into a forward or back pogo hop. It's not recommended to use Mekong Delta Escape too liberally in neutral situations; it telegraphs your attacks and is better used to escape from being cornered while the opponent is pressuring you at mid to close range. For instance, if the opponent is within your crouching MK range and your back is to the corner, you can go for a crouching MK ▷ Mekong Delta Escape to put the enemy in blockstun while giving you a chance to wall jump out of danger.

EX Mekong Delta Escape is an invincible version of this escape maneuver. Besides its invulnerability, Rolento's jump trajectory after launching from the wall can be controlled with ← and → inputs. This move can be used like the normal version, but with the added bonus of being able to go through attacks. While it's not an exceptional defensive reversal attack, it's one of the few practical invulnerable moves he has access to (besides his Super and Ultras).

LP Patriot Circle ↓↘→ + LP



HITS	3
BLOCK LEVEL	HL
DAMAGE	10, 10, 20
STUN	10, 10, 20
STARTUP	14
ACTIVE	10
RECOVERY	22
ON HIT	+1
ON BLOCK	-3
CANCEL	PATRIOT CIRCLE 2ND, SU

NOTES Sets up limited juggle state on airborne foe, 2nd hit juggle potential 1, 3rd hit juggle potential 2

MP Patriot Circle ↓↘→ + MP

HITS	3
BLOCK LEVEL	HL
DAMAGE	10, 10, 20
STUN	10, 10, 20
STARTUP	16
ACTIVE	10
RECOVERY	24
ON HIT	-1
ON BLOCK	-4
CANCEL	PATRIOT CIRCLE 2ND, SU

NOTES Sets up limited juggle state on airborne foe, 2nd hit juggle potential 1, 3rd hit juggle potential 2

HP Patriot Circle ↓↘→ + HP

HITS	3
BLOCK LEVEL	HL
DAMAGE	10, 10, 20
STUN	10, 10, 20
STARTUP	18
ACTIVE	10
RECOVERY	26
ON HIT	-3
ON BLOCK	-6
CANCEL	PATRIOT CIRCLE 2ND, SU

NOTES Sets up limited juggle state on airborne foe, 2nd hit juggle potential 1, 3rd hit juggle potential 2

Patriot Circle 2nd
↓↘→ + P during Patriot Circle



HITS	3
BLOCK LEVEL	HL
DAMAGE	10, 10, 20
STUN	10, 10, 20
STARTUP	14
ACTIVE	9
RECOVERY	26
ON HIT	-3
ON BLOCK	-6
CANCEL	PATRIOT CIRCLE 3RD, SU

NOTES Sets up limited juggle state on airborne foe, 2nd hit juggle potential 3, 3rd hit juggle potential 4

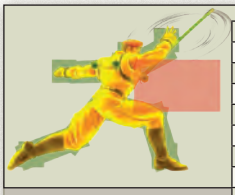
Patriot Circle 3rd
↓↘→ + P during Patriot Circle 2nd



HITS	3
BLOCK LEVEL	HL
DAMAGE	20, 20, 40
STUN	20, 20, 40
STARTUP	15
ACTIVE	13
RECOVERY	31
ON HIT	—
ON BLOCK	-22
CANCEL	SU

NOTES Soft knockdown, sets up limited juggle state on airborne foe, 2nd hit juggle potential 5, 3rd hit juggle potential 6

EX Patriot Circle
↓↘→ + P P



HITS	7
BLOCK LEVEL	HL
DAMAGE	15X6, 10
STUN	10X7
STARTUP	12
ACTIVE	19
RECOVERY	21
ON HIT	—
ON BLOCK	-7
CANCEL	SU

NOTES Soft knockdown, all hits cause limited juggle state, final hit causes free juggle state on grounded foes, all hits juggle potential 7, first 6 hits don't increase juggle count

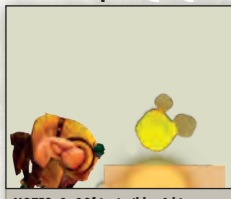
Patriot Circle: Rolento's signature "rekka"-style special move sequence. Patriot Circle is a multi-hitting baton attack that can be canceled into two succeeding Patriot Circles. Patriot Circle will be your standard finisher for most meter-building combos. The three normal versions differ in range, startup, and recovery. LP Patriot Circle starts up the fastest of the three while having the shortest range; HP Patriot Circle starts up slow but reaches the farthest. Patriot Circle 2nd and Patriot Circle 3rd all have the same properties regardless of button used for these subsequent attacks.

Use of Patriot Circle is straightforward; use it when you've confirmed a combo (such as Combo I) or for a relatively safe hit-check within close to mid-range. Generally, you'll use MP Patriot Circle in all of your combos, since it does the same damage as HP Patriot Circle while being -4 on block instead of -6, making it less punishable in case you miss a link. Max-range crouching MK ▷ MP Patriot Circle will always connect, so there's no reason to use unsafe HP Patriot Circle unless it's used standalone for a longer-ranged whiff punish. On hit, you can dash into close-to-mid range (although at a very slight frame disadvantage if opponent performs quick stand). LP Patriot Circle can be used for poking purposes with crouching MK or close HP, but it's generally not recommended. At further distances, LP Patriot Circle will whiff if canceled from crouching MK, and at close range, you're usually better off using light attacks to confirm combos as you won't give up advantage.

All Patriot Circle attacks in a series can be canceled with FADC, so you can easily decide to extend your combo or make a blocked Patriot Circle sequence safe. For the most part, canceling Patriot Circle 2nd is recommended. On block, Patriot Circle ▷ FADC forward leaves you with enough frame advantage to safely go for a crouching LP or crouching LK attack. You will beat out most characters attempting to throw or attack your forward dash (unless the opponent uses an invincible reversal). Unlike Fei Long's Rekkaken, Patriot Circle has a small cancel window; for instance, you can use Patriot Circle 2nd as a slightly delayed frame trap to Patriot Circle 1st, but the time you have to cancel into it is relatively small. EX Patriot Circle does not cancel into follow-up moves. It's simply one attack that launches the opponent in the air and into a free juggle state, allowing for combos into Ultra I or standing HK (see Combo Index for usage). It's -7 on block, so it should only be used in confirmed combos or as a punish.

SUPER & ULTRA COMBOS

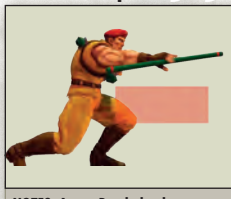
Mine Sweeper ←↙↓ + P



HITS	4
BLOCK LEVEL	HL
DAMAGE	50 X3, 200
STUN	0
STARTUP	0+8
ACTIVE	11, 16, 17, 19
RECOVERY	26
ON HIT	—
ON BLOCK	-19

NOTES 1~18f invincible, 4 big projectile explosions detonate while Rolento rolls, hard knockdown, juggle potential = hit number (1st hit potential 1, 2nd hit potential 2, etc.)

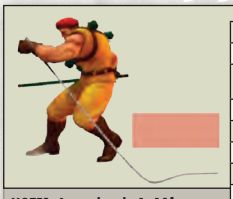
Patriot Sweeper ↓↘→ + P P P



HITS	12
BLOCK LEVEL	HL
DAMAGE	15 X7, 45, 15 X2, 210, 30
STUN	0
STARTUP	0+7
ACTIVE	6 (13) 8 (25) 11
RECOVERY	39
ON HIT	—
ON BLOCK	-19

NOTES Armor Break, hard knockdown, juggle potential is number of hit plus six (1st hit potential = 7, 4th hit potential = 10, etc.), 1~12f invincible

Take No Prisoners ↓↓ + K K K



HITS	2
BLOCK LEVEL	L
DAMAGE	300, 180
STUN	0
STARTUP	0+7
ACTIVE	14
RECOVERY	43
ON HIT	—
ON BLOCK	-18

NOTES Armor break, 1~10f invincible, 11~20f projectile invincible, tripwire hits 20% screen distance frames 7~10, 40% distance frames 11~15, frame, 60% distance frames 16~20

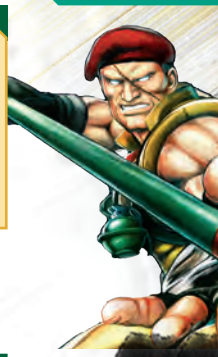
Super Combo: Mine Sweeper: Rolento rolls backwards while laying down a series of four grenades. Mine Sweeper is largely invulnerable on startup, but its functionality is limited. It can be used as anti-air, but only if the opponent performs a jumping attack; an empty-jumping opponent can block Mine Sweeper on landing. While it does have 18 frames of invincibility on startup, Mine Sweeper cannot be used as a reversal. For some reason, executing Mine Sweeper on wakeup or recovery will result in Mekong Delta Air Raid roll. Mine Sweeper is best used to add a heavy amount of damage on to combos, provided you actually have the luxury of having a full Super Gauge as Rolento (see Combo III).

UCI: Patriot Sweeper: Patriot Sweeper is an Ultra version of his Patriot Circle. On hit, it goes into a cinematic that deals a majority of its damage. Its primary use is in juggle combos from either EX Stinger or EX Patriot Circle. To maximize your Ultra meter efficiency, Patriot Sweeper is best used in heavy-hitting, low-scaling combos (such as Combo III and Combo IV). It's also an excellent anti-air with its low startup time and high amount of invincibility frames. You can also use it to blow through the opponent's ground attacks, although it can be heavily punished if blocked.

UCII: Take No Prisoners: Rolento throws out a low tripwire that travels almost 80% screen distance. On hit, it ensnares the enemy and goes into a cinematic, dealing a massive amount of damage. Take No Prisoners is initially invincible for 10 frames and then becomes projectile invulnerable afterwards. It's designed to counter projectiles on reaction from long range. It lacks in versatility, as it can only be used in crumple combos or off of deep jump-in heavy attacks, but it deals much more damage than Ultra I. Naturally, select this Ultra against most zoning-based characters.

Recommended Ultra Choice: Matchup Dependent

Your Ultra choice is clear-cut with Rolento: select Ultra II against characters that rely on projectiles, and select Ultra I against everyone else. Even though you might select Ultra I against zoning-based characters if you feel you won't have trouble landing EX Patriot Circle and EX Stinger combos. Ultra Combo Double can be used against these characters as well. For example, against Akuma, you may want a full-screen projectile punish in Ultra II while still having the option of a good invincible anti-air and combo extension in Ultra I.



Overview

STRENGTHS:

- Rolento's frame advantage from Stinger and Mekong Delta Air Raid makes him a monster at close and mid-range
- He has a wide array of options off of his blockstrings and can easily keep an opponent under heavy pressure
- He's highly mobile with his variety of special jumps and pogo tricks; he can be difficult to pin down
- He's extremely versatile when it comes to combos; Rolento can capitalize on many types of hits (see Combo Index) and can easily follow up his combos with more up-close offense
- He has a powerful mid-range game with Focus Attack, standing HP, standing MK, and crouching HK

WEAKNESSES:

- Having only two semi-reliable defensive moves, Rolento is exceptionally weak to offense
- Although he has some zoning potential with Stinger, he will usually be forced to be the aggressor
- He lacks good anti-air attacks; standing MP only covers a limited jump space; Ultra I is his only invincible anti-air special

Rolento is a mobile and evasive character with a variety of offensive and defensive options. His goal is to assault opponents when opportune while eluding enemy aggression. Hit-and-run, basically. Once he gets his offense started, Rolento can be difficult to defend against.

Your objective is to get into range to pressure opponents with Rolento's advantageous attack openers and frame traps while minimizing risk. Achieve this by:

- Utilizing his many jump and roll specials to keep opponents guessing how and when you will engage
- Using Stinger at mid and long range to zone or force an enemy to block, allowing you to close the distance
- Whiff punishing mid-range attacks with standing HP or crouching HK to open up opponents to your offense
- Getting through projectiles with Stinger Jump and Mekong Delta Attack backflip ▷ Mekong Delta Attack to advance against zoning characters

LONG RANGE

Rolento's overall strategy involves a great deal of movement in and out of range of his opponent, so you won't want to stay at long range for too long if you can help it.

Rolento lacks a full-screen zoning game, but you can effectively use high-altitude Stinger from about 70% screen distance. Use HK Stinger Jump ▷ Stinger to cover the ground area in front of you while building crucial Super Gauge. This can be a frustrating strategy for non-projectile-based characters to fight against because of the angle of attack and its relative safety. You'll want to use long-range Stinger attacks to condition opponents into jumping at you at further distances as it sets up anti-air standing MP anti-air or air-to-air jumping HP.

Your options against zoning characters at long range will be a bit different. You can use Stinger Jump to get through projectiles and throw out Stinger projectiles of your own, but if you have to use this tactic reactively, you'll generally lose ground as the enemy will be able to advance. On the other hand, if you try to engage in a projectile war with your opponent, you will simply lose as Stinger has no projectile-nullification properties.

Your best options against long-range projectiles are to either forward jump over with the threat of your large jumping HP hitbox or with use of Mekong Delta Attack backflip ▷ Mekong Delta Attack (P P P, P on landing). Mekong Delta Attack is your best move for getting through projectiles. As long as your roll comes out, you will be invulnerable to any projectiles; its invincibility to projectiles lasts past its recovery, so you're always safe to block any fireballs on the screen. Exploit this in your long-range game and use LP or MP Mekong Delta Attack to roll into mid or close range against zoning characters easily. Alternatively, you can keep your zoning enemy guessing by using forward jump Spike Rod to alter your jump trajectory while threatening with a forward bounce.

As a general long-range strategy, keep moving; you have access to a variety of jumps. Use a combination of Stinger Jump, Mekong Delta Escape, Spike Rod, Mekong Delta Attack backflip, and Mekong Delta Air Raid roll to keep your opponents on their toes and wary of how you're going to attack.

MID-RANGE

Rolento's mid-range game revolves around good use of Stinger, standing HP, crouching HK, standing MK, and Focus Attack. Keeping your overall strategy of being elusive and mobile in mind, use these attacks when opportune to hold your ground while applying pressure.

Use low-altitude Stinger against grounded opponents at mid-range to gain frame advantage, allowing you to close distance. Any blocked Stinger attacks will lead into enough advantage for you to either dash into close range or to follow up with a standing HP for more pressure. This is a large threat to most opponents and you'll eventually condition them to jump in on you (over your mid-range) to avoid it. Since Rolento doesn't have good anti-air, it may be difficult to defend against these mid-range jump-in attacks. You'll have to be ready to either block or use Mekong Delta Attack backflip to get out of these situations. If you can bait out a jump without committing to an attack, use air-to-air jumping HP or jumping MK to punish the enemy (or Ultra I if available).

Standing HP is one of your best normal moves at mid-range. It's a two-hit baton attack with extremely long range. It's excellent for deterring the enemy from advancing and it can be used to punish whiffed attacks. The first hit of standing HP will only hit at closer ranges, so you won't be able to break a Focus Attack and other armor moves with it from max range. Keep your opponent out with standing HP and then follow up with Stinger to create a window for you to initiate some aggression.

Crouching HK is a slide attack that causes a hard knockdown. You'll want to use this to punish certain moves from ranges from which you can't use crouching MK ▷ Patriot Circle. Crouching HK can also be used as a whiff punish or at range to surprise an opponent with a long-ranged low attack.

The slide is easily punishable on block, especially at closer ranges; assess your distance before using it in the neutral game. Even at maximum range, crouching HK is punishable with some 4-frame attacks.

Standing MK can be used similarly to standing HP, but with less recovery. Its distance is slightly longer than crouching MK, but slightly shorter than standing HP. Use this to keep opponents at bay without having to commit to a slower attack. With its extended mid hitbox and high amount of active frames, it's a valuable move for counter-hitting other mid-ranged attacks and projectiles (such as a Hadoken hurtbox). It can be whiff punished by some low attacks (like Akuma's crouching HK), so don't be too predictable with it.

Rolento's Focus Attack is one of his most valuable tools at mid-range; it charges to level 2 one frame faster than the average Focus Attack and sports a long range to go with it. Use it to fish out the enemy's mid-range attacks, especially if you've conditioned them into counter-hitting your standing HP. The best part about Rolento's Focus Attack is that it allows him to get into close range easily. Charge and release a level 2 Focus Attack followed by a dash against a defending opponent to immediately get into your ideal range up close.

With meter, you can use EX Stinger to quickly deal chip damage and give yourself advantage. EX Stinger is extremely fast, leaves the ground, and advances you forward a bit (depending on how late you cancel EX Stinger Jump). Off of any EX Stinger hit (even from mid-to-long range), you can juggle with Ultra I provided you're fast enough with its execution (see Combo VIII).

CLOSE RANGE

Close range is where Rolento is most powerful, but only when he's at advantage and on the offensive. Once you're able to get an opponent to block a Stinger, Mekong Delta Air Raid, or a jump-in attack, your options are blown wide open. Crouching LK is a 4-frame attack that can be linked into crouching MK for a low-hitting combo (see Combo I). Use this to keep your opponent's defenses in check, preventing them from jumping away or from trying to stand and throw you while in blockstun. Generally, you'll want to mix up your crouching LK attacks with your exceptional kara throw (↷ + LK~LP or ↶ + LK~LP).

Once you've put the fear of your kara throw into your opponent, you can start implementing frame traps and Trick Rod setups. For instance, condition your opponents with your throw patterns with an attack sequence of crouching LK, crouching LK, kara throw; then the next time you're in this situation, replace the kara throw with either Trick Rod (see Combo XI for a counter-hit combo) or walk forward close HP ▷ Stinger Jump ▷ Stinger (see Combo VI). These are both safe and can potentially lead into damaging combos, giving you more momentum. Alternatively, you can substitute crouching LK for close LP for extra frame advantage. Close LP easily sets up a kara throw attempt, so either go for a kara throw after a blocked close LP or trick your opponent's tech timing with a low-hitting crouching MK ▷ MP Patriot Circle instead (use LP Patriot Circle at closer ranges).

Close HK can be used when you have enough advantage (on an opponent's wakeup or after a jump-in HP or MK). While it's not cancelable, it does have the same startup as close HP, but with a few differences. It leaves the opponent at a further range, but allows for a link into crouching MK. Its long duration and hitstun allow you enough time to hit-check into crouching MK ▷ MP Patriot Circle (see Combo III). On block, you can instead cancel crouching MK into Stinger Jump ▷ Stinger, or you can cancel into Mekong Delta Air Raid roll ▷ Mekong Delta Air Raid.

You can always cancel your blocked attack sequences with Mekong Delta Air Raid roll ▷ Mekong Delta Air Raid for an overhead attack that provides a large amount of frame advantage. It's a great way to re-engage into close range, but it does have its drawbacks. Since Mekong Delta Air Raid is always initiated with your back roll, it's a telegraphed move; an astute opponent will be able to recognize this and counter you with an anti-air. You can use this to your advantage by using LP Mekong Delta Air Raid roll without canceling into its follow-up to bait out these anti-air attacks, allowing you to punish with a crouching MK ▷ MP Patriot Circle combo or standing HP.

This attack and bait strategy applies to using Mekong Delta Attack backflip as well. The rolling attack following your backflip is a strong threat and opponents may hesitate in preparation for it. Use this hesitation to your advantage by not canceling your backflip into the follow-up roll; instead, walk forward into mid or close range to apply your pressure game again.

Once you've cornered the opponent, your close-range strategy becomes amplified. Stinger can be used more freely since your opponent has nowhere to back off to and your combos ending with EX Patriot Circle set up better pressure. You can aggressively use Stinger and EX Stinger to keep cornered opponents in blockstun (on EX Stinger hit, you can combo with another EX Stinger or Ultra I) while threatening with your forward kara throw. Eventually, your opponent will panic and either try to jump out of the corner or retaliate with a reversal (like a Shoryuken). Be ready for these and punish accordingly. If you can anticipate a forward jump, reply with a neutral jumping HP or jumping MK to keep the enemy boxed in.

Although Rolento's main strength is in his up-close offense, his up-close defense is comparatively very weak. His two forms of invincibility can be risky maneuvers and don't directly deal damage; his Mekong Delta Attack backflip is sort of a better backdash, but it can be sniffed out and punished if it's predicted. EX Delta Escape is useful to get out of high-pressure corner situations, but it can also be punished with a jumping attack on anticipation. Take these weaknesses into consideration while you're under attack and consider just blocking, watching to tech throws late using a crouching option select throw tech input of CR.LP + LK.

SETUPS

I. Mid-screen, ← + LP + LK, → →, → →, then either:

Forward jumping HP into combo
Forward jumping MK into combo

This is an extremely hard mix-up to blocks, since both of these attacks are delivered at almost the same time. Time your jumping HP early, slightly before you're about to cross-up the opponent, for a frontal attack. Jumping HP hit at this height will give you enough advantage to link into close HK on landing. If you want to actually cross-up your opponent, use jumping MK. Alternatively, you can cause jumping HP to cross-up by executing it slightly a few frames later. It's not recommended, though, as it has a higher chance of whiffing. Delayed wakeup will avoid this coin-flip situation, but will at least leave you at some up-close frame advantage.

II. Cornered opponent, → + LP + LK, forward jumping ↑ + MK, then either:

Hold → (as if facing your original direction), jumping HP into combo
Hold ← (as if facing your original direction), jumping MK into combo

Use your Spike Rod attack to deliver a "short jump" mix-up on your opponent's wake-up. Rolento's Spike Rod bounce has a small input quirk to it when it crosses up an opponent; hold → towards the corner to jump behind your opponent for a cross-up jumping HP. Hold ← (towards your opponent) for a small jump into the corner for an overhead jumping MK attack.

III. Cornered opponent, → + LP + LK, standing LP whiff, then either:

Forward jumping HP into combo
Forward jumping MK into combo

Like Setup I, you'll use an early jumping HP to go for a fake cross-up frontal attack leading into a potential combo. Use jumping MK instead for a cross-up. This setup can be avoided with delayed wakeup, though, so assess the situation before committing to this as it will sacrifice your corner position.

IV. ↓ + P P, then either:

CR.LP, → →, then follow up with a throw, frame trap, or reversal bait

Use this setup after an EX Patriot Circle combo to keep your opponent on their toes after an air recovery if you don't need the damage from the usual standing HK follow-up. This is a good way to re-engage into close range to either land a frame trap or a back throw for a hard knockdown mix-up.

On opponent's quick stand only; slight delay, forward jumping HP into combo

These setups depend on the opponent's tendency to quick stand after your EX Patriot Circle combo. A good way to time your forward jump is by watching the opponent's body fall to the floor; jump as soon as you see the opponent's body actually land on to the ground and then input HP at the apex of your jump for a frontal jumping HP attack. This can be difficult to block as your jump arc looks much like a cross-up jump arc.

On opponent's quick stand only; slight step forward, forward jumping MK into combo

If you've conditioned your opponent with the jumping HP frontal attack, you can go for a real cross-up by using this sequence instead.

Combos

I. CR.LK, CR.LK, CR.MK then cancel into either:

↓ + MP ▷ ↓ + P ▷ ↓ + P
209 damage, 277 stun
↓ + P P, **then finish with either:**
↓ ↓ + P P P
385 damage, 229 stun
ST.HK
245 damage, 349 stun

This is your go-to, low-hitting, hit-check combo ending in Patriot Circle. Crouching LK into crouching MK is a 1-frame link, but it's one of the easier ones. The timing is similar to hitting crouching LK into crouching LK. Using a plink input of CR.MK~LK for extra leniency is recommended. Use an input of CR.LP + LK to perform your crouching LK attacks for added safety against throws. If you're on defense, this combo is easily confirmed off of most crouching LK hits.

For the cost of one meter, you can tack on extra damage and stun with the use of an EX Patriot Circle combo instead. This is applicable to almost all of Rolento's combos ending in Patriot Circle. For maximum damage and stun, follow up EX Patriot Circle with standing HK. For an up-close mix-up opportunity, follow it up with crouching LP and then a forward dash.

II. ST.LP, CR.MK then cancel into either:

↓ + MP ▷ ↓ + P ▷ ↓ + P
269 damage, 414 stun
↓ + P P, **then finish with either:**
↓ ↓ + P P P
409 damage, 206 stun
ST.HK
245 damage, 346 stun

With a frame advantage of +3 on block, you can use standing LP to pressure opponents at close range. It gives you a little bit more room for you to inch closer to your opponent for a frame trap with another standing LP or crouching LK. On hit, you can hit-check into a crouching MK for a Patriot Circle combo.

III. CL.HK, CR.MK then cancel into either:

↓ + MP ▷ ↓ + P **then finish by canceling into either:**
FADC forward, CL.HK, CR.MK ▷ ↓ + MP ▷ ↓ + P ▷ ↓ + P
348 damage, 576 stun
↓ + P
269 damage, 414 stun
↓ + P P, **then finish with either:**
↓ ↓ + P P P
469 damage, 356 stun
ST.HK
305 damage, 496 stun
↺ ↺ + P
425 damage, 360 stun

Close HK is your strongest close attack in terms of damage and utility. Not only does it deal heavy damage, it also links into crouching MK on hit. Use this combo any chance you get; whether for an up-close punish, a counter-hit setup, or a follow-up to a successful jump-in attack (or close Mekong Delta Air raid). It's +2 on block, so it's entirely safe while allowing you follow-up pressure from mid-range. With a full Super Gauge, you can deal 425 damage with Mine Sweeper.

IV. Forward jumping HP, CL. HK, CR. MK then cancel into either:

↓ + P P, then finish with either:
↓ ↓ + P P P
515 damage, 529 stun
ST. HK
375 damage, 649 stun
↓ + MP ▷ ↓ + P ▷ FADC forward, CL. HK, CR. MK ▷ ↓ + MP ▷ ↓ + P ▷ ↓ + P
394 damage, 701 stun

Forward jumping HP will be your most-used jumping attack. It boasts a large hitbox arc which can cross-up the opponent. You can use this combo for most cross-up jumping HP hits and for clean jump-ins against projectiles. If you're out of range for standing HK, use a crouching MK ▷ HP Patriot Circle combo instead. Off of a cross-up HP, you can potentially score over 500 points of damage with an EX Patriot Circle and Ultra.

V. Forward jumping cross-up MK, CL. LP, CL. HP, then cancel into either:

↓ + MP ▷ ↓ + P then finish with either:
FADC forward, CL. HK, CR. MK ▷ ↓ + MP ▷ ↓ + P ▷ ↓ + P
324 damage, 531 stun
↓ + P
269 damage, 407 stun
↓ + P P, then finish with either:
↓ ↓ + P P P
445 damage, 359 stun
ST. HK
305 damage, 479 stun

Since jumping cross-up MK isn't as ambiguous as jumping HP, you might consider using an attack string that gives you more frame advantage on block. Use close LP, close HP to determine whether your cross-up attacking hit or not, and then follow up accordingly: on hit, follow through with the rest of your combo; on block, cancel close HP into LK Stinger Jump ▷ MK Stinger for a large frame advantage attack.

VI. Counter-hit CL. HP ▷ ↓↘ + LK ▷ MK, CR. MK then cancel into either:

↓ + P P, then finish with either:
↓ ↓ + P P P
488 damage, 429 stun
ST. HK
348 damage, 549 stun
↓ + MP ▷ ↓ + P ▷ FADC forward, CL. HK, CR. MK ▷ ↓ + MP ▷ ↓ + P ▷ ↓ + P
367 damage, 601 stun

Close HP ▷ LK Stinger Jump ▷ MK Stinger makes for a powerful frame trap counter-hit combo. On block, you'll gain a large advantage that lets you keep up your aggression. On a counter-hit, the Stinger will actually combo and give you a large enough window to link into crouching MK. You may have to slightly walk forward after Stinger to get into range for your crouching MK to hit. In the corner, you can substitute crouching MK with standing HP for a more devastating combo. For the cost of one meter and Ultra, you can do up to 488 points of damage.

Linking MK Stinger from counter-hit close HP can be difficult; practice pressing MK as soon as possible once you're off the ground. You can use a plink input of MK~LK or a double-tap MK to help you land the knife. You can also use a negative edge input, holding down MK after crouching MK and releasing the button the instant Rolento leaves the ground during Stinger Jump.

VII. CR. MK ▷ ↓ + MP ▷ EX Red Focus release ▷ ↷ ↷, then either:

↓ ↓ + K K K
408 damage, 210 stun
↓ ↓ + P P P
368 damage, 210 stun
CL. HK, CR. MK ▷ ↓ + HP ▷ ↓ + P ▷ ↓ + P
301 damage, 426 stun

MP Patriot Circle 1st hit is -4 on block, so you might use it as a relatively safe hit-check off of a max-range crouching MK. On hit, instead of following through with your normal Patriot Circle sequence, you can use three stocks of Super Gauge for a Red Focus crumple combo for more damage.

VIII. ↓↘ + K K ▷ K, then either:

↓ ↓ + P P P
402 damage, 150 stun
CR. HK
130 damage, 250 stun

EX Stinger is one of your best mid-range attacks (with its projectile invulnerability, speed, and block advantage), so you'll want to be able to capitalize off of it with as much damage as possible. At about three character lengths away (just past your standing HP range), you can follow up EX Stinger with a forward dash into Ultra I. At close ranges, you can simply execute Ultra I or follow up with a crouching HK hard knockdown.

Another way to utilize this combo is from max-range crouching MK ▷ EX Stinger. If you execute EX Stinger fast enough, it will combo from long range and allow you to dash in for an Ultra I juggle.

IX. Against airborne opponent, ↓↘ + K, K, then either:

↓ ↓ + P P P
362 damage, 50 stun
CR. HK
150 damage, 250 stun

If you can catch an opponent jumping at you during your Stinger Jump, you can release a Stinger to catch their descent. This puts them in a free juggle state, allowing you to follow up with either an Ultra I or crouching HK knockdown.

X. P P P ▷ P ▷ EX Red Focus release ▷ ↷ ↷, then either:

↓ ↓ + K K K
480 damage, 280 stun
↓ ↓ + P P P
426 damage, 280 stun
ST. HK, CR. MK ▷ ↓ + HP ▷ ↓ + P ▷ ↓ + P
357 damage, 543 stun

Against an aggressive opponent, you might consider using your backflip into Mekong Delta Attack to deter forward movement. If you combine this with a Red Focus cancel, you can make your rolling attack safe on block (with frame advantage with a follow-up forward dash). If your opponent walks into your Mekong Delta Attack (while chasing down your backflip, for instance), your Red Focus cancel will crumple the enemy, giving you an opportunity for a low-scaled Ultra combo.

It's not impossible to hit-check the Red Focus crumple, so assess your meter and the risk of having your rolling attack blocked before executing. It's okay to use three meters in many cases, since a blocked Red Focus Attack canceled into dash gives you frame advantage in your up-close offense.

XI. Counter-hit ↷ + MK, CR. LK, CR. MK ▷ ↓ + MP ▷ ↓ + P ▷ + ↓ + P

256 damage, 352 stun

This is a sample combo starting with a counter-hit Trick Rod. The crouching LK following the Trick Rod is a 1-frame link, so you can use a plink technique of CR. LK~LP to make it a little easier.

XII. ↓ + P P, crouching HK

This is a useful, but character-specific combo ender. It does a bit more damage and causes a hard knockdown for a better follow-up. This works against the following characters: Adon, Akuma, Balrog, C. Viper, Cammy, Cody, Dee Jay, Dhalsim, Dudley, E. Honda, Elena, Fei Long, Gouken, Guile, Oni, Poison, Rose, Sagat, Sakura, Seth, T. Hawk, Vega, and Zangief.

ROSE

First appearance: *Street Fighter Alpha* (1995)



Data

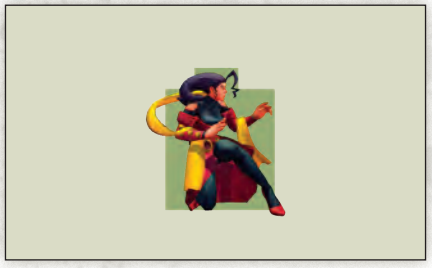
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Vitality	950	C
Stun Threshold	1000	B
Forward Walk Distance per Frame	0.045	B
Backward Walk Distance per Frame	0.035	B
Dash Duration in Frames	19 frames	B
Dash Distance	1.6642	A+
Backdash Duration in Frames	8 invincible, 10 airborne, 4 grounded (22 total)	S
Backdash Distance	1.23492	B+
Pre-jump Frames	4 frames	A
Jump Duration in Frames	39 frames	C
Diagonal Jump Distance	1.73001	C-

W Ultra Damage: 60%

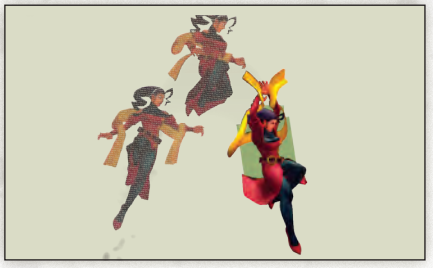
Standing



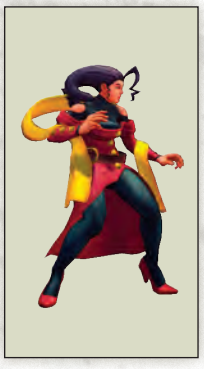
Crouching



Jump Arc



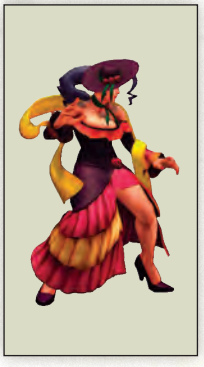
Costume 1



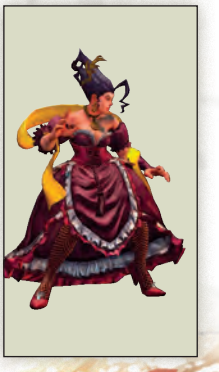
Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	11
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	6
ACTIVE	2
RECOVERY	19
ON HIT	+1
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	11
ON HIT	+4
ON BLOCK	+0
CANCEL	SP, SU

NOTES 1~9f invincible to throws, low crush

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	2
RECOVERY	18
ON HIT	+3
ON BLOCK	-2
CANCEL	SP, SU

NOTES Forces standing

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	11
ON HIT	+1
ON BLOCK	-2
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	5
RECOVERY	18
ON HIT	-1
ON BLOCK	-5
CANCEL	—

NOTES —

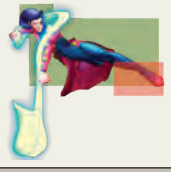
LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

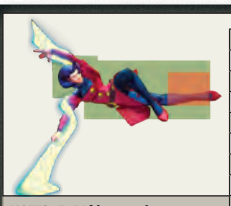
MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES 4~18f low crush

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	2
RECOVERY	19
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES 7~16f low crush

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	4
ACTIVE	3
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	150
STARTUP	5
ACTIVE	5
RECOVERY	28
ON HIT	-10
ON BLOCK	-15
CANCEL	SP, SU

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	6
ON HIT	+4
ON BLOCK	+1
CANCEL	—

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	200
STARTUP	9
ACTIVE	2
RECOVERY	26
ON HIT	—
ON BLOCK	-10
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Upward jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Upward jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility

Upward jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	150
STARTUP	9
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body invincibility

Upward jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Upward jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincibility

Upward jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	11
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

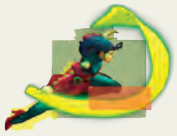
Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	150
STARTUP	9
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping HK



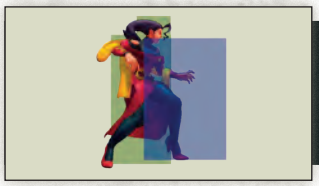
HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

NORMAL THROWS

Rose's throws are very good, reaching farther than the normal throws of most other characters. Rose's throw complements her offensive close standing MK pressure very well (this is described in more depth in the Close Range strategy section). If you can land a backwards throw, you can safe jump 4-frame reversals by waiting a beat, then jumping forward with MK. A good visual cue for this is to hold down after the back throw, and to wait until you see Rose enter a crouching animation before you jump. Off of a forward throw, you can time an ambiguous forward jumping MK to cross-up or land in front.

Rose's game off of a throw gets far more interesting when you have a Soul Satellite Ultra stocked. Off of a back throw, you can activate Soul Satellite, then use either HP Soul Throw or MP Soul Throw to leap over the opponent's head and have the orbs hit either as a cross-up or in front. The timing varies for different characters so this does require practice, but it's a useful tool that can net Rose some big damage.



Grab Throw LP + LK

DAMAGE	140
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.004

Shoulder Throw ⟲ + LP + LK

DAMAGE	140
STUN	200
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.004

FOCUS ATTACKS

Rose's Focus Attack is pretty standard, and on offense her EX Red Focus cancels have limited uses, since she gets decent damage off of her standard FADC combos (Combo X and Combo XI). You can use her Focus Attack when you have Soul Satellite orbs active to create a scary situation for the opponent (described in more depth in Combo VIII). Should the opponent try to jump away from Rose charging a Focus Attack, cancel Focus charge by dashing forward and you'll juggle them with the orbs. Follow with Soul Throw in the corner or Soul Spiral mid-screen (details in Combo VI).

While Rose does not gain much offensively through the use of Red Focus, Red Focus does have uses defensively. Charge Red Focus to punish obvious normals canceled into non-armor breaking special moves, such as shoto crouching MK ▷ ⟲ + P P.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-4)
ON BLOCK	-21 (-4)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18 + 13
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+2)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	120
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-4)
ON BLOCK	-21 (-4)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18 + 13
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+2)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Slide: Rose slides across the ground kicking her opponent's feet. Rose's body is very low to the ground during Slide, so you can use this move to go under fireballs or against jump-in attacks (and other airborne moves, such as C. Viper's Burning Kick). With proper spacing, the slide can hit later in its active frames, leaving Rose safe and inside a range where she excels.

Slide ↘ + MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	8
RECOVERY	12
ON HIT	-3
ON BLOCK	-6
CANCEL	–

NOTES –

Soul Piede → + HK

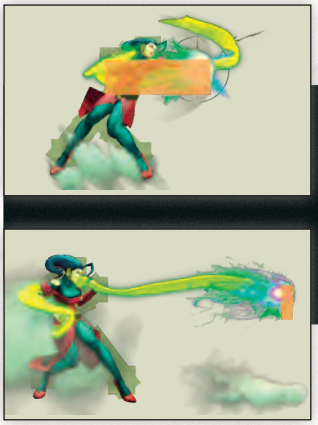


HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	2
RECOVERY	17
ON HIT	+3
ON BLOCK	-1
CANCEL	–

NOTES Puts airborne opponent in limited juggle state

Soul Piede: Rose leans forward, placing one hand on the ground for balance, as she kicks above and in front of her. This long-range attack will put a jumping opponent in a limited juggle state. This move has amazing horizontal range and also has a hitbox that extends very high up in the air, making it a good move to throw out preemptively to snag your opponent in the air. An anti-air Soul Piede can convert into further damage, which is described in Combo V.





LP Soul Spark

↓ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	14
ACTIVE	—
RECOVERY	38
ON HIT	-8
ON BLOCK	-12
CANCEL	SU

NOTES 14~17f cancelable

MP Soul Spark

↓ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	20
ACTIVE	—
RECOVERY	30
ON HIT	0
ON BLOCK	-4
CANCEL	SU

NOTES 22~25f cancelable

HP Soul Spark

↓ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	50
STARTUP	27
ACTIVE	—
RECOVERY	24
ON HIT	+6
ON BLOCK	+2
CANCEL	SU

NOTES 27~30f cancelable

Soul Spark: Rose's fireball has extremely long recovery. The HP version is so slow to recover that a player who is looking for it can easily jump over Soul Spark on reaction and punish Rose with a full combo. Soul Spark's startup is lengthy as well, making it risky to cancel into off of normals on block. More than any other character, you must be careful when choosing to throw a projectile with Rose. It's definitely still worth doing, since Rose's projectile isn't bad; it's just slow to fire. Once it's out, it's actually one of the meatiest projectiles, with a large hitbox (compared to most projectiles) and above-average damage and meter gain. If the opponent is a zoner, it can be worth engaging in a fireball battle you can't win simply because of the meter you'll gain by nullifying the opponent's projectiles with repeated LP Soul Sparks. (When you're behind in the fireball war, either just neutral jump over a fireball, or absorb/reflect it with Soul Reflect.)

In combos, LP Soul Spark has a purpose in FADC combos because it keeps the opponent in standing hitstun. EX Soul Spark adds sizeable frame advantage and lets you link into Ultra for respectable damage (see Combo X). Outside of combos, only use Soul Spark when you know that it's safe or you're sure that your opponent is looking for something else. LP Soul Sparks (thrown from a distance) travel slowly and are hard to neutral jump over. Like Guile or Dee Jay, you can walk forward with Rose after an LP projectile to close distance and to punish various options that your opponent may use to evade the Soul Spark.





NOTES 14~17f cancelable, both hits juggle potential 1

EX Soul Spark

↓ + PP

HITS	2
BLOCK LEVEL	HL
DAMAGE	30,70
STUN	50,50
STARTUP	14
ACTIVE	—
RECOVERY	34
ON HIT	+4
ON BLOCK	+0
CANCEL	SU



LK Soul Spiral

↓ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	100
STARTUP	12
ACTIVE	6
RECOVERY	23
ON HIT	—
ON BLOCK	-8
CANCEL	SU

NOTES Armor break, soft knockdown, juggle potential 1

MK Soul Spiral

↓ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	100
STARTUP	15
ACTIVE	6
RECOVERY	21
ON HIT	—
ON BLOCK	-6
CANCEL	SU

NOTES Armor break, soft knockdown, juggle potential 1

HK Soul Spiral

↓ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	100
STARTUP	16
ACTIVE	6
RECOVERY	19
ON HIT	—
ON BLOCK	-4
CANCEL	SU

NOTES Armor break, soft knockdown, juggle potential 1

EX Soul Spiral

↓ + KK



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	13
ACTIVE	2
RECOVERY	21
ON HIT	—
ON BLOCK	-6
CANCEL	SU

NOTES 1~13f invincible to strikes, armor break, soft knockdown, juggle potential 1

Soul Spiral: Rose glides forward, drilling her opponent with her scarf as it glows with soul energy. The version used determines startup speed and disadvantage on block. As all versions of Soul Spiral move forward during their active frames, they can be spaced appropriately to be safe or potentially advantageous on block. Soul Spiral knocks down on hit and breaks armor. An opponent may choose to Focus Attack against Rose's Slide or normals, and Soul Spiral is a great tool to dissuade this. Learn the spacing on the various versions of Soul Spiral well, given that you should be canceling often into Spirals from normals such as CR.MP as a pressure tool.

In combos, LK Soul Spiral will connect off of CR.LP, but heavier versions are too slow. The HK version will combo from heavy attacks and from close-range medium attacks. EX Soul Spiral is almost as fast as the LK version, and will combo from situations like max-range CR.LP (like after linking from CL.MK). EX Soul Spiral is also useful as a reversal, since it begins with a period of strike invulnerability. It can be EX Focus backdash canceled for extra security, though this requires three total bars. Opponents can also simply throw Rose out of EX Soul Spiral.

Soul Reflect: Rose spins her glowing scarf in a circle. If you strike a projectile with this attack, depending on the version, Rose will either nullify the fireball and gain meter or reflect it back at her opponent.

The LP version nullifies the projectile and gains Rose a solid chunk of meter. If LP Reflect makes contact with the opponent, it will simply knock them back. The MP version reflects normal fireballs back towards the opponent horizontally at the same speed of the initial fireball thrown at Rose. If the scarf itself hits, the opponent is knocked back on hit in the same way as LP Soul Reflect. The HP version reflects the fireball upwards at roughly a 45-degree angle. Unlike the other versions of Soul Spiral, the HP version knocks the opponent upwards and puts them in a state where you can juggle afterwards for more damage. See Combo VII and Combo XI. While a projectile that Rose has reflected is on the screen, you cannot use either Soul Spark or Aura Soul Spark.

You must use the EX version against your opponent's EX projectiles; however, against normal fireballs that have multiple hits (for example, Akuma's Shakunetsu Hadoken) the non-EX version works fine.

LP Soul Reflect ↺ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	13
ACTIVE	2
RECOVERY	27
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES 12~27f absorbs projectiles and gains 100 meter, soft knockdown, puts opponent in limited juggle state

MP Soul Reflect ↺ + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	13
ACTIVE	3
RECOVERY	25
ON HIT	–
ON BLOCK	-7
CANCEL	SU

NOTES 10~23f reflects projectile, soft knockdown, puts opponent in limited juggle state

HP Soul Reflect ↺ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	12
ACTIVE	2
RECOVERY	26
ON HIT	–
ON BLOCK	-7
CANCEL	SU

NOTES 11~21f reflects projectile upward, soft knockdown, puts opponent in limited juggle state

EX Soul Reflect ↺ + P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	24
ON HIT	–
ON BLOCK	-5
CANCEL	SU

NOTES 5~16f reflects EX projectile, soft knockdown, 1~7f projectile invincible, puts opponent in limited juggle state



LP Soul Throw ↻ + LP

HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	100
STARTUP	6
ACTIVE	10
RECOVERY	26+8 GROUNDED
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 6~41f airborne, juggle potential 1

MP Soul Throw ↻ + MP

HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	100
STARTUP	6
ACTIVE	11
RECOVERY	27+8 GROUNDED
ON HIT	–
ON BLOCK	–
CANCEL	–

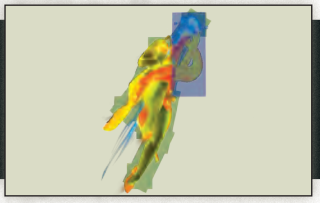
NOTES 6~43f airborne, juggle potential 1

HP Soul Throw ↻ + HP

HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	100
STARTUP	6
ACTIVE	11
RECOVERY	30+8 GROUNDED
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 6~46f airborne, juggle potential 1





EX Soul Throw ↻ + P P

HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	100
STARTUP	6
ACTIVE	11
RECOVERY	30+8 GROUNDED
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f invincible, 6~31f airborne, juggle potential 1

Soul Throw: Rose jumps towards her opponent and on contact snatches them out of the air and slams them to the ground behind her. The normal versions of Soul Throw work as anti-air, provided they are activated early. EX Soul Throw is invincible for 2 active frames and works well as an anti-air against most of an opponent's jump-ins that would land in front of Rose. Soul Throw will hit an opponent in a juggle state.

For an easy safe jump after a Soul Throw, if the opponent does not use delayed wakeup, you can whiff ST.MP then immediately jump forward.

If you have a Soul Satellite Ultra stocked, you can try to time a Soul Throw's descent to have the orbs hit the opponent during wakeup either in the front or as a cross-up by mixing up the MP or HP versions of Soul Throw respectively.

SUPER & ULTRA COMBOS

Aura Soul Spark



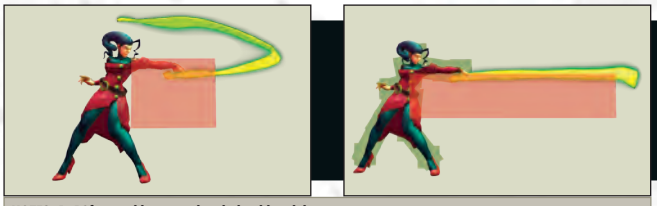
HITS	5
BLOCK LEVEL	HL
DAMAGE	50X4, 100
STUN	0
STARTUP	1+8
ACTIVE	–
RECOVERY	44
ON HIT	–
ON BLOCK	+16

NOTES 1~8f invincible, hard knockdown, super hit number = juggle potential, e.g., 4th hit of super has potential 4

Super Combo: Aura Soul Spark: Rose's Super Combo is a 5-hit version of her Soul Spark. Aura Soul Spark will hit a juggled opponent and is highly advantageous on block, allowing for high-damage blockstrings to chip out an opponent toward the end of a round. You should be on the lookout to combo into Soul Spiral, as this is an easy way to confirm into Aura Soul Spark for sizable damage. If you can anti-air with an Aura Soul Spark, you can activate Soul Satellite and potentially get more damage depending on the distance from the opponent. This is one of Rose's main ways to really deal damage, so building meter should be a priority. See the Combo Index for specific ways to combo into Aura Soul Spark.

When used at a distance, the button used to execute the Super determines the travel speed of Aura Soul Spark. If you're punishing something at long range (or anticipating the foe's fireball, using Aura Soul Spark just as they start their fireball animation), use the HP version. If you're canceling into Aura Soul Spark from Soul Spiral for a hard-hitting combo, it doesn't matter which version you use.

Illusion Spark

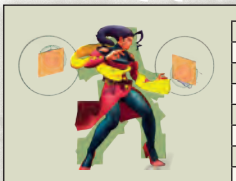


HITS	6
BLOCK LEVEL	HL
DAMAGE	83 X6
STUN	0
STARTUP	0+10
ACTIVE	14
RECOVERY	44
ON HIT	–
ON BLOCK	-35

NOTES 1~10f invincible, armor break, hard knockdown

UCI: Illusion Spark: Rose whips her scarf toward her opponent. If Illusion Spark makes contact, Rose will grasp her opponent's wrist with her scarf as she shocks them with her Soul Power. Illusion Spark breaks armor, is slow on startup, and cannot be used in a combo unless you spend three bars to EX Focus cancel after EX Soul Spark (See Combo IX). The most reliable way you can land Illusion Spark, outside of a successful Focus crumple, is by using it as an anti-air.

Soul Satellite



HITS	2
BLOCK LEVEL	HL
DAMAGE	120X2
STUN	0
STARTUP	4
ACTIVE	–
RECOVERY	0
ON HIT	–
ON BLOCK	(25F BLOCKSTUN)

NOTES Puts airborne opponent in limited juggle state, hard knockdown against airborne opponent, full juggle potential, juggle hits don't count against juggle potential, active for 600f

UCII: Soul Satellite: Rose summons two orbs made out of soul power to orbit her, which allows for many enhanced offensive capabilities. Soul Satellite breaks armor, and will hit opponents recoiling in a juggle state. As Soul Satellite orbs count as projectiles, attacks like Juri's EX Senpusha, Cammy's EX Spiral Arrow, and Vega's EX Rolling Crystal Flash will allow characters to attack Rose while ignoring the orbs altogether.

You can thread the needle to walk up and throw the opposing character if the opposing player isn't pressing buttons due to fear of the orbs. If either orb hits or is blocked, your opponent will be in an unthrowable state (lasting through the second frame after their blockstun/hitstun ends), so this is easier to do when you've already "spent" one orb. See the strategy section for more information.

If you activate Soul Satellite after knocking down the opponent, you can use HP Soul Throw or MP Soul Throw to safely mix them up. Your goal is to be directly above your opponent during their reversal frames, causing wakeup reversals to go in the wrong direction. When this happens, oftentimes you'll be able to get an anti-air hit, follow it up with the second orb, then finish with another Soul Throw. If your opponent blocks the orbs, Rose will be left with loads of frame advantage. Since the locations of the orbs are ever changing, Soul Satellite setups require a great deal of work, fine tuning, and depend largely on the specific opposing character. The time learning these setups will be well spent, because you can strike fear into a floored opponent and open an avenue for heavy damage.

Rose's Focus Attack has slightly more range than orbs, so in a corner, you can get close to your opponent and start winding up a level 3 Focus Attack. If your opponent jumps, you can dash in either direction for an anti-air hit. If your opponent does nothing, however, Rose's Focus Attack will hit the opponent for an unblockable combo starter. Be wary that the orbs do not hit at the same time as the Focus Attack, since this will not result in a crumple. See the combo and strategy sections for more specific applications.

Recommended Ultra Choice: Double Ultra

Double Ultra is a great choice for Rose in most matchups. Given that some of the primary uses of Soul Satellite are to facilitate setups and extend combos, the damage penalty doesn't really hurt Rose. The other main use of Soul Satellite is to use it as a tool to gain advantageous spacing on the opponent. You can create space to get away from a more offensive character, or you can simply walk forward with the orbs active to close space and get to a range where she can better apply pressure. Regardless of what a Rose player is trying to do, this Ultra can help accomplish it to greater effect, and the threat to an opponent doesn't come from the individual orb's damage.

Illusion Spark has been sped up in *Ultra Street Fighter IV* and thus serves well as an anti-air at far distances Rose can't otherwise cover. If you can get a LP Soul Spark onscreen, certain characters will have problems jumping over it without being snagged by Ultra I. This lets you safely follow the Soul Spark to get into a more optimal range.

Overview

PROS:

- Great set of normal moves
- One of the best backdashes in the game
- Threatening up-close pressure through intelligent use of close standing MK and her far-reaching normal throw
- Good anti-zoning game thanks to Soul Reflect
- Soul Satellite is a very versatile Ultra with both offensive and defensive uses

CONS:

- Has trouble converting into high damage off of most situations without using Aura Soul Spark or cornering the opponent
- Has limited defensive options, especially when in the corner where her backdash is far less effective
- Not a very effective fireball for actual zoning game engagements; can be weak against grapplers
- Can have issues with rushdown characters who approach via strong dive kick pressure

Rose is an extremely versatile character with a play style that adapts well to various needs and situations as they arise. If a character is trying to keep Rose out with projectiles, you can counter-zone with Soul Reflect. If an opposing character's objective is to play a mid-range footsie game, you can contend with that thanks to Rose's effective ground normals. If you're overwhelmed by a character whose objective is to be in your face with offense, Rose has a decent defense based around her hard-to-punish backdash. Given that Rose has the tools to shut down a variety of game plans, this allows you to assert her own strengths: pressuring the opponent with a strong frame trap game, her far-reaching normal throw, and tricky Soul Satellite setups. Close standing MK in particular deserves highlighting, given that it has throw invulnerability, crushes lows, and leads to a combo.

Your objective playing Rose is to get to close range and pressure the opponent with her throw and strong frame-trap-based offense. Achieve this by:

- Using her strong anti-zoning game to dissuade fireballs and close distance
- Using her more-than-adequate mid-range normals to hang with more footsie-based characters, and look for an opportunity to approach by whiff punishing with sweep or other attacks that grant a knockdown
- Using her slide to safely get in; this is particularly effective when you've made the opponent hesitant to Focus Attack by using "safe" Soul Spirals spaced to hit at the tip
- Sneaking in her fast dash when the opponent is hesitant to hit buttons; best used when you've established the threat of crouching MP, standing MK, and standing HK
- Using Soul Satellite to safely setup an approach

ROSE'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
ST. HP active frames increased from 3 to 5, advantage on block reduced from -3 to -5, advantage on hit reduced from +1 to -1	More likely to hit opponent but less safe on hit and on block
CR. LP damage lowered from 40 to 20	—
CR. HP damage increased from 90 to 100	—
EX Soul Spark damage reduced from 75, 75 to 30, 70, recovery reduced from 41 frames to 35	Less punishable
All versions of Soul Throw damage increased from 140 to 160, juggle potential increased to 1	Can now be used as a combo ender
LP Soul Reflect reflection frames increased from 11~22 to 11~26	More reliable at reflecting projectiles
MP Soul Reflect reflection frames increased from 10~19 to 10~23	More reliable at reflecting projectiles
HP Soul Reflect reflection frames increased from 10~18 to 10~20	More reliable at reflecting projectiles
EX Soul Reflect reflection frames increased from 7~14 to 7~16	More reliable at reflecting projectiles

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Super can no longer be activated when Soul Spark is on screen	Can no longer set a trap by throwing a Soul Spark then seeing if opponent jumps before using super as anti-air
Ultra II startup increased from 1+4 to 0+7, invincibility removed	No safe to activate at any point regardless of what opponent is doing

Arcade Edition to 2012 Update

CHANGE	EFFECT
CL. MK advantage on hit increased from +3 to +4	Enough advantage to link attacks afterward, allows Rose to punish throw attempts for strong damage
→ + HK recovery reduced from 21 frames to 17, advantage on block increased from -5 to -1, advantage on hit increased from -1 to +3	Less likely to be whiff punished, safer on block and advantageous on hit
EX Soul Spiral damage increased from 100 to 120	—
EX Soul Reflect now projectile invincible on frames 1~7, reflection active frames changed from frames 7~16 to 5~16	More reliable at reflecting projectiles
Ultra II startup decreased from 0+7 to 0+5	Faster startup, gives opponent less time to react and counter

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Forward dash total frames reduced from 21 to 20	Makes approach safer
CL. MK hitbox expanded downward	More likely to crush low attacks
CR. LP damage increased from 20 to 30	—
CR. LK damage increased from 30 to 40	—
CR. MP damage increased from 60 to 70	—
LK Soul Spiral forward movement distance increased	Less likely to be too far away for use in combos
LK, MK, HK Soul Spiral damage increased from 100 to 110	—
EX Soul Spiral invincibility increased from frames 1~11 to 1~13 is now only invincible to strikes, FADC forward advantage on block changed from -8 to -7	Now has an active invincible frame, but can now be thrown
All versions of Soul Spiral gain juggle potential 1	Can now be used to cancel into super after launching opponent
MP Soul Spark startup reduced from 22 frames to 20	Faster to activate, less punishable
HP Soul Spark startup reduced from 29 frames to 27	Faster to activate, less punishable
Ultra I startup reduced from 12 frames to 10	Less likely for opponent to safely recovery attack before getting hit
Ultra II command changed to ← ← + K K K, recovery increased from 2 frames to 4	No longer overlaps with Reflect

LONG RANGE

Due to Rose's lackluster fireballs, long range is not optimal. Rose does have some tools here, but they are mainly to facilitate getting into a more comfortable, up-close position. At long distance, where the opponent may have a hard time jumping over and punishing Rose's Soul Spark, you can throw out LP Soul Spark and walk in behind it with the mindset of reacting to what your opponent does. Against some grapplers, you might want to use this strategy to keep them out. If your foe jumps forward over the Soul Spark, you can anti-air with CR. HP, ST. HP, or Soul Throw. If the opponent neutral jumps here, you can try to snag them with Rose's now-faster Ultra I. A good trick is to throw Rose's slower fireball at a place where the opponent thinks they can jump forward to punish, then EX Focus cancel Soul Spark's recovery, dash forward, then shoot them down with a Soul Throw. While this requires meter (especially if you opt for the more reliable EX Soul Throw), this can be a sneaky way to close out a round or to get in quickly against an opponent you're otherwise having a hard time approaching. Another long-distance option is to poke with Rose's Soul Piede (→ + HK). Not only is this a very long-distance poke, but if it hits an enemy in the air, you can juggle with Soul Spiral. With four bars of meter, you can cancel Soul Spiral into Aura Soul Spark for heavy damage. See Combo V. This is particularly useful against characters with a dive kick.

For the most part, characters that prefer to be at a far distance have the game plan of zoning with projectiles. If the opponent is willing to bombard Rose with projectiles from full screen, you can simply use LP Soul Reflect to gain meter, completely safe to jump-in attacks or potential punishes. Crucially, you'll be able to work on building up a full Super Gauge so you'll have Aura Soul Spark at your disposal, giving Rose damage potential she doesn't otherwise have. A smart opponent is at least going to walk into a range where they can jump-in at Rose at this point. You should be prudent in slightly altering your distance so that you can reflect a fireball, and also anti-air a jump-in attack should the opponent jump over the reflected fireball. Crouching HP is optimal here, but EX Soul Throw and Ultra I allow you to shut down jump attacks from a greater distance.

The beauty of Rose as a character is that even though she has difficulty dealing damage at far distances, she can make playing a long-distance game against her an unattractive prospect, thus forcing an opponent into doing half of the work of approaching. Unless the zoning opponent has a significant life lead, they must play a fireball game closer in at a point where it is difficult to reflect fireballs. A Rose player should be happy about this, since Rose is now at a distance where she can slide or dash in to great effect.

MID-RANGE

This is a distance that a Rose player is perfectly capable of fighting at, but still not where she achieves her optimal damage. A smart opponent will be mindful that a Rose player typically wants to transition into a closer range. Much of your mid-range game will be predicated on beating out and discouraging the opponent's keep-away strategy.

Rose's primary threat to close distance here is her Slide (↶ + MK). If your opponent cannot deal with Slide, you can freely impose your will sliding in; you'll likely have little challenge succeeding in the match if your up-close game is on point. If spaced correctly, Slide is completely safe, and on counter hit you can even convert into a combo by linking into CR. LP. To stop a Slide, your opponent is primarily going to go to one of three options: they will Focus absorb the slide to crumple Rose, they will dance in and out of the range that the tip of the slide will hit in hopes of either whiff punishing Rose or inducing a slide at an unsafe distance, or they will simply stick out an attack in order to beat the slide.

The best way to discourage an opponent from using a Focus attack is to poke with Rose's Soul Spiral at a safe range. You can also opt to use Rose's EX Soul Spark here to punish a Focus Attack from a greater distance and to also catch a potential backdash cancel, which the opponent may attempt to make Soul Spiral pokes whiff. At the point where Rose's CR. MP would connect, you can pretty freely cancel that poke into Soul Spiral to beat Focus Attacks and also apply safe pressure. With an Aura Soul Spark Super locked and loaded, poking with Soul Spiral is even more advisable since you can confirm into Aura Soul Spark for huge damage.

If the opponent is actively pressing buttons at mid-range, Rose has an array of unique normals to dissuade the opponent from doing so. After all, remember that your primary goal against most characters is to create a moment of hesitation which lets you sneak in. Standing HK and Soul Piede (↷ + HK) are Rose's attacks that have the most range. Given that most characters don't have normals that rival the range on these attacks, you can make an opponent hesitant to press buttons or walk in, which lets you simply walk forward yourself. Standing HK also has the unique property of going over low attacks on frames 7 to 14. If Rose is outside of her sweep range, ST. HK should be your whiff punishment option of choice. Inside of Rose's ST. HK range is where the opponent has to start worrying about Slide. An opponent may choose to stick out a high-priority low normal move here, such as Ryu's low-profile, tried-and-true crouching MK. Here you can use Rose's far standing MK, which goes over low attacks. Once an opponent respects these options, you can now walk forward more freely and begin pressuring with CR. MP ▷ ↻ + LK. However, be wary of the ranges where the LK Soul Spiral will whiff, and substitute MK Soul Spiral accordingly. Intelligent use of all these mid-range strategies should make an opponent hesitant to engage in a footsie battle with Rose; and once this is accomplished, you should mix up sliding, dashing forward, and walking forward as methods of approach.

Your opponent might choose to jump in at Rose here, and Rose's CR. HP is a great anti-air at most angles. If you do not have time to stick out CR. HP, or if the jump-in is performed at a range/angle that is not optimal to stop with CR. HP, you can EX Soul Throw for a hard knockdown and potential setup. If neither of these options is sufficient, you can also absorb the jumping attack with a Focus Attack charge and then cancel into Rose's great backdash to reset the situation. Given that Rose's backdash is so fast and backpedals so far away from the opponent, many opposing characters will have a difficult time punishing this. If an opponent is trying to walk forward at Rose to initiate their own offensive pressure, CR. MP is a great normal move to stick out. If you have a particularly good read on an advancing mid-range tool such as Fei Long's Rekkaken, or a normal canceled into a special with a gap such as Ryu's CR. MK ▷ Hadoken, you also use the (now, in *USFIV*, even more) strike-invincible EX Soul Spiral as a defensive option. Try to use this move only when you are fairly sure it will hit, since it is unsafe on block. If a fireball character is throwing projectiles at a mid-range distance, where it is hard to react with Soul Reflect, you can preemptively Slide under the fireball, or react with an Aura Soul Spark. EX Soul Spark is also quite fast and can be used here to blast through single-hit fireballs.

CLOSE RANGE

At close range is where you will likely get the bulk of your damage. At the crux of Rose's up-close offense are her throw and close standing MK, which complement each other beautifully. The distance on her normal throw is quite incredible, and you can either setup an ambiguous jump-in MK attempt, or go into a Soul Satellite mix-up. Once the opponent respects your throw, this opens up Rose's close standing MK. CL. MK is not only throw invulnerable, but it also goes over many low attacks. This is powerful because it stops two of the primary ways that an opponent might try to combat a throw attempt, which are the standard throw tech (LP + LK), and the crouch tech (CR. LP + CR. LK). On hit, CL. MK converts into Combo III. Crouch teching is popular since it can result in either a throw break or a crouching LK, which, for many characters, can lead directly into a bread-and-butter combo. Being able to defeat both of these options with one maneuver forces the opponent to work with a much more limited set of defensive options. If you establish the threat of CL. MK, an opponent will either rely on backdashing, Focus backdashing (which a throw will beat), using an invincible attack (which is likely punishable), or simply blocking (which will set them up to eat many of your throw attempts). By walking forward then blocking, you can both block any risky reversal done by the opponent, and also react to a backdash. Since CL. MK leaves Rose at even frames on block, you can also maintain pressure here by threatening with another throw, or CL. MK again. Since the throw/low invulnerability of CL. MK lasts so long, you can stick out this move to tackle a wide variety of throw tech and crouch tech timings, which normally require great precision when going for a counter-hit. It's also worth noting that just after Rose's fast dash, used to approach from mid-range, is a great opportunity to either go for a throw or stick out CL. MK to catch a twitchy opponent trying to react to the dash.

While the throw or CL. MK game is very threatening on its own, Rose has many other strong offensive tools at her disposal. You can use Rose's standing MP in a similar fashion to CL. MK, converting into the same combo as Combo III. The advantage of CL. MP is that it is +1 on block and comes out a frame faster, making it useful for slightly tighter frame traps. That can come in handy if the opponent is crouch teching with slower normals with great vertical hitboxes that CL. MK can't avoid. Being +1 on block also allows you to stick out Rose's crouching LP, which would beat all other normal moves the opponent could throw out, and converts into Combo I or Combo II. On block, CR. LP can be chained into CR. LK, maintaining Rose's frame advantage. Given Rose's strong offensive options here, an opponent may rely heavily on backdashing as a defensive option. Rose's secondary objective, after getting close to the opponent, is to push the opponent into the corner. In the corner, the use of backdash as a defensive option is limited (with the wall behind them, there's no place to backdash to) and thus you can freely impose your will, while having access to more damaging corner combos (see Combo VIII and Combo XI). Rose's anti-air options truly shine in the corner, as the opponent cannot jump back, and an anti-air Ultra II or Soul Throw on reaction is more plausible. Be very careful of an opponent trying to jump over you, out of the corner. In the corner is where Rose has the hardest time defensively, and she also has a difficult time anti-airing cross-ups. Be on high alert to anti-air. Even a successful blocked cross-up while leaving the corner is very high reward for the opponent.

Rose with Soul Satellite orbs active gives you additional offensive threats. Since the opponent will be hesitant to stick out moves for fear of getting hit by the orbs revolving around Rose, you can walk forward and try to time a throw to make contact at the moment that the orbs are directly above and below her. This is effective since it is very difficult for your opponent to safely guess when you will go for a throw; should they guess incorrectly and get hit by an orb, you can convert into your combo of choice. Should you knock down your opponent with orbs active, you can try to time a Soul Throw on the opponent's wakeup so that the orbs will hit ambiguously on the way down, or continue your throw-based pressure.

Against an opponent in your face, CL. MK has defensive utility too. CL. MK will beat throw attempts, and also go over some low combo starters. While the startup on CL. MK is 7 frames, you can make your opponent more prone to put gaps in their attack strings by crouch teching later, so the opponent will walk forward more before attempting to throw or fishing for a counter hit. Using Rose's backdash can also make your opponent more prone to read that maneuver specifically and walk forward in order to punish. If you know the opponent is willing to commit to such gaps of inactivity, you can treat this as an opportunity to essentially "steal a turn" and go for throw or CL. MK, which turn an advantageous situation for the opponent into one for you. Using EX Soul Spiral on defense (especially now that invincibility lasts until active frames) can also make an opponent hesitant to hit buttons, but this should be used sparingly unless you have spare meter to FADC it.

Opponents that jump at Rose up close with a dive kick or try to cross her up can give you problems. Against dive kick characters, crouch tech with CR. HP (CR. LP + LK + HP). In order to counter this, the dive kicking opponent must do higher-altitude dive kicks, or try to frame trap you out of the CR. HP with a grounded normal move. Once the opponent is jumping up higher before dive kicks, you can jump backwards with HP, or simply EX Soul Throw. If the opponent jumps at close range to cross you up, the solution is to jump back and air-to-air with HP, or to walk under the opponent and EX Soul Throw them on the other side. A useful shortcut for a walk-under uppercut is to hold ← until you are on the other side of the opponent, and then to ↻ towards the opponent on the other side. Another particularly problematic defensive situation for Rose is when she is cornered. The effectiveness of her backdash is pretty moot here, so you must rely on either the risky EX Soul Spiral, or simply fight your way out of the corner. Ideally, you should focus on avoiding the situation of being in the corner entirely by playing actively and trying to get in close. A common pitfall that causes Rose to end up in the corner is an overreliance on her great backdash, so be wary of your position on the stage and mix up your defensive options.



Combos

I. CR. LP ▷ CR. LK, CR. MP ▷ ↻ + LK

203 damage, 250 stun

Rose's bread and butter combo off of a crouching LP. Crouching LK can be substituted for a low starter, however CR. LP is one frame faster, and Rose doesn't have an overhead threat to discourage blocking low. Still, CR. LK can be preferable for such things as an empty jump into low attack, and for catching an enemy walking back.

II. CR. LP ▷ CR. LP ▷ CR. LK, CR. MP ▷ ↻ + K K

219 damage, 230 stun

Rose's combo if you add another crouching LP. Due to the extra pushback of the additional attack, you must use the EX version of Soul Spiral unless in the corner or against a wider opponent. Be aware of this distance even when not using two jabs, since if you are this far away from the opponent during any combo, you'll need EX Soul Spiral upon hitting with CR. MP, since LK Soul Spiral will whiff.

III. CL. MK, CR. MP ▷ ↻ + LK

228 damage, 280 stun

As close MK is airborne as well as a low crush, so it makes for an excellent frame trap tool. Close MP can be used if you wish to have a slightly tighter frame trap, or if you want the +1 on block that CL. MP provides. This link combo does slightly more damage than crouching HP ▷ ↻ + LK, so it can be used as a good meterless punish as well.

IV. CR. HP ▷ ↻ + HK ▷ ↻ ↻ + HP

440 damage, 200 stun

Rose's punish combo with a Super. It's easier to get Aura Soul Spark to come out without relying on the buffered first ↻ motion from Soul Spiral, and instead just doing 2 more ↻ motions.

V. Opponent in the air, ← + HK, ↻ + HK ▷ ↻ ↻ + P

410 damage, 300 stun

A good combo if you catch the opponent jumping with Soul Piede. If the opponent is too low to the ground, you may need to sub in LK Soul Spiral instead of the HK version. Be sure to stick with HK Soul Spiral if the opponent is anti-aired from relatively far away, as it travels farthest.

VI. Opponent in the air, ↻ ↻ + K K K and then combo either:

↙ + HP
368 damage, 80 stun
↻ + LK ▷ ↻ ↻ + P
503 damage, 80 stun

You have plenty of time to react to a jump and activate Soul Satellites for an anti-air. As your opponent is about to land, the best option is to merely block any potential attack and let the orbs hit. After both orbs connect, juggle them with a Soul Throw. You can also try to Soul Throw before both orbs hit, scoring slightly less damage but saving a single orb for wakeup pressure as your opponent rises. If you know that an opponent is about to jump into a fireball, you can use this combo to similar effect by activating Soul Satellite, dashing forward, then juggling after the fireball connects.

VII. Requires opponent near corner, CR. HP ▷ ↻ + HP, ↻ ↻ + K K K, ↯ + HP

414 damage, 310 stun

A corner combo using Soul Reflect. Any attack other than Rose's crouching HP will push her too far away to combo into Reflect. If Rose is mid-screen, she is too far from her opponent to land a juggle combo with Soul Satellite or Soul Throw without an FADC; however EX Soul Spiral now works as a mid-screen juggle after HP Soul Reflect.

VIII. With Soul Satellite active, Lvl.3 Focus attack, orb hits, forward dash, orb hits, CR. HP ▷ ↻ + HK

398 damage, 340 stun

You can take advantage of times when your opponent is afraid to press their luck against the orbs and attempt an unblockable level 3 Focus Attack. In a corner, you can use HP Soul Reflect instead of Soul Spiral to go for a slightly more damaging juggle combo. Be careful that the Focus Attack does not hit at the same time as the orb, since that will negate the crumple and the opponent can simply block.

IX. CR. HP ▷ ↻ + P P ▷ FADC, ↻ ↻ + P P P

554 damage, 250 stun

You don't have many options to land Ultra I during a combo. You can either FADC from EX Soul Spark, or simply cancel EX Aura Spark into a level 2 Focus Attack (though, because of damage scaling, you'll actually score more damage if you forgo actually hitting with the EX Focus Attack).

X. CR. HP ▷ ↻ + LP ▷ FADC forward, CR. HP ▷ ↻ + HK

337 damage, 390 stun

Rose's optimal FADC punishment combo for 2 bars of meter. Given that Rose's dash is faster in *Ultra Street Fighter IV*, the link into CR. HP is now a much more forgiving 2-frame link. This is very good damage for Rose, and should you land a jump-in punish or a Focus Attack, this is a very good use of two bars.

XI. Against cornered foe, CR. HP ▷ ↻ + LP ▷ FADC forward, CR. HP ▷ ↻ + HP, ↯ + HP

391 damage, 450 stun

A standard combo should you land CR. HP against a cornered adversary. Of note here is that even though the opponent may not start in the corner, you should pay attention to how far the initial combo pushes them. Be ready to use this ender instead of the mid-screen Soul Spiral ender if they end up near the corner.



RUFUS

First appearance: *Street Fighter IV* (2008)

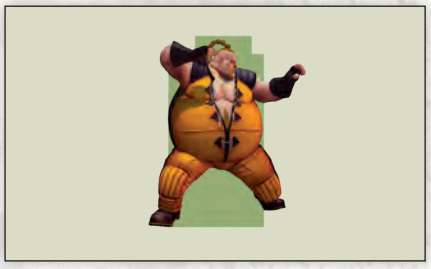


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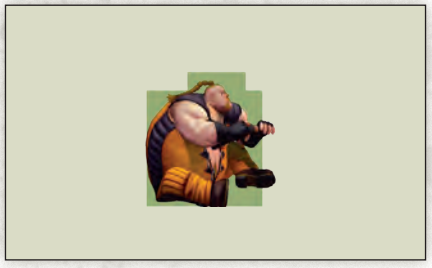
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Vitality	1050	A+
Stun Threshold	950	C
Forward Walk Distance per Frame	0.045	B
Backward Walk Distance per Frame	0.03	C
Dash Duration in Frames	20 frames	C
Dash Distance	1.14829	C
Backdash Duration in Frames	8 invincible, 17 airborne, 3 recovery (28 total)	D
Backdash Distance	0.94841	C
Pre-jump Frames	4 frames	A
Jump Duration in Frames	44 frames	D-
Diagonal Jump Distance	2.73001	S

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



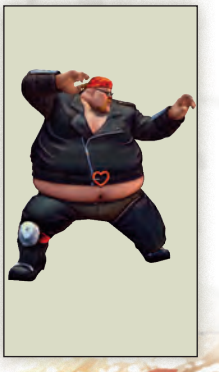
Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

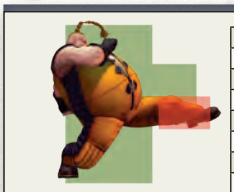
HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	2
RECOVERY	23
ON HIT	-2
ON BLOCK	-7
CANCEL	SP, SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	TC

NOTES —

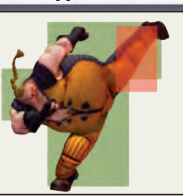
MK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	30,50
STUN	50,50
STARTUP	7
ACTIVE	2 (4) 3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES Only cancelable on 1st hit

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	21
ON HIT	+0
ON BLOCK	-5
CANCEL	SU

NOTES Forces standing

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	9
ACTIVE	3
RECOVERY	16
ON HIT	+3
ON BLOCK	-1
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	—

NOTES —

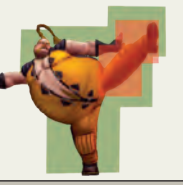
MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	10
ACTIVE	2
RECOVERY	17
ON HIT	-1
ON BLOCK	-4
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	17
ACTIVE	2
RECOVERY	14
ON HIT	—
ON BLOCK	+2
CANCEL	—

NOTES Puts opponent into a free juggle state, soft knockdown

CROUCHING (CR.) NORMAL MOVES

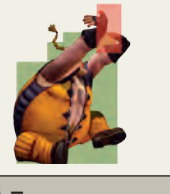
Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	10
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

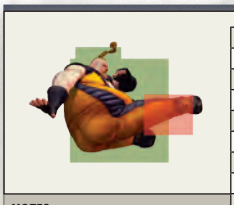
Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	14
ACTIVE	2
RECOVERY	30
ON HIT	-10
ON BLOCK	-14
CANCEL	—

NOTES —

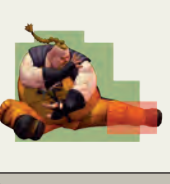
Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	-3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

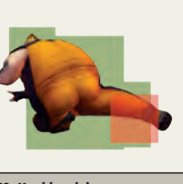
Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	1
RECOVERY	16
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	110
STUN	200
STARTUP	12
ACTIVE	2
RECOVERY	22
ON HIT	—
ON BLOCK	-6
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincible

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincible

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	7
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Angled jumping HK



HITS	2
BLOCK LEVEL	H
DAMAGE	50, 40
STUN	50, 100
STARTUP	7
ACTIVE	3 (4) 3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~16f lower body projectile invincible, 1st hit puts airborne opponent into free juggle state, 2nd hit puts airborne opponent into limited juggle state, 2nd hit juggle potential 1

NORMAL THROWS

Rufus's forward throw is integral to his game plan, since it pushes the opponent a great distance towards the corner while allowing for beneficial setups afterwards. Rufus's throws are particularly effective because the threat of a low Falcon Dive makes an opponent hesitant to input tech throw commands.



Head Bazooka

LP + LK

DAMAGE	135
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.907

Hand Machinegun

⟲ + LP + LK

DAMAGE	130
STUN	160
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.907

By forward dashing toward the opponent twice after forward throw, you can time a Falcon Dive (jumping ↖ + MK) to hit the opponent on wakeup on either the front or the back. While the cross-up Falcon Dive can be anticipated and beaten by some invincible reversal attacks such as Ryu's Shoryuken, if aimed to hit in front on the top of the opponent's head, the reversal will whiff. If the opponent successfully blocks the Falcon Dive, Rufus is still at point-blank range, which is exactly where you want to be. Because of Rufus's forward jumping HP hitbox, you can also essentially safe jump immediately after forward throw against characters with 3-frame reversals by whiffing a ST. HP immediately then jumping forward with a late HP. Typically you should stick with his forward throw exclusively, unless you have a chance to use backwards throw to toss them into a corner.

FOCUS ATTACKS

Rufus's Focus Attack has limited range, and is not particularly remarkable in any way. However, due to Rufus's general game plan on offense, Focus Attacks can be effective if you can get your opponent to crouch tech with a higher-strength normal than the generic crouching LP + LK crouch tech. While Falcon Dive is a superior option in dealing with crouching LP + LK, your opponent may crouch tech with another button, using an attack with enough vertical range to beat dive kicks. In anticipation of an opponent using such a crouch tech, you can charge a Focus Attack to absorb the hit, then release Focus to crumple the opponent. (Follow by dash canceling Focus's recovery into the combo of your choice.) Be very wary if the opponent has demonstrated they are willing to cancel the medium/heavy crouch tech into an invincible special move, since this well net them big damage.

Rufus gains very little combo potential through the use of Red Focus Attacks, given that his normal FADC allows him to combo from EX Galactic Tornado into standing LK, standing HP ▷ HP Galactic Tornado, or Target Combo (LK ~ HK) into Space Opera Symphony (See Combo IV for a description of options off of this FADC). Red Focus does have uses defensively, since you can use Red Focus to punish obvious normals canceled into non-armor-breaking special moves, such as Ryu's crouching MK ▷ ↻ + P P, or E. Honda's crouching LP ▷ 100 Hand Slap.



Focus Attack lv.1

MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-4)
ON BLOCK	-21 (-4)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2

MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+2)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3

MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	160
STUN	200
STARTUP	58
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-4)
ON BLOCK	-21 (-4)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2

LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+2)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3

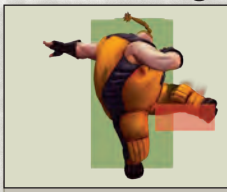
LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	240
STUN	200
STARTUP	58
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Vulture Kick ↷ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	21
ACTIVE	2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	–

NOTES –

Vulture Kick: Rufus takes a hop forward and kicks downward. This attack is an overhead and must be blocked standing. Be wary of using this too predictably since it is -4 on block, a punishable disadvantage. Even on hit, Vulture Kick is -1, which gives the opponent offensive priority, especially if Rufus has no meter to represent the threat of EX Messiah Kick (↻ + K K).

Glory Kick ↶ + MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	21
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	0
CANCEL	–

NOTES –

Glory Kick: Rufus rolls toward his opponent, rapidly covering ground before performing a kick at the end. This move greatly helps Rufus's ability to move around on the ground. On counter hit, you can link into CR. LP or CR. LK, which can potentially net high damage if you have meter to cancel into EX Galactic Tornado (↻ + P P). See Combo VII for details.

Fragrance Palm ↷ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	150
STARTUP	19
ACTIVE	5
RECOVERY	18
ON HIT	–
ON BLOCK	-5
CANCEL	–

NOTES Puts opponent into limited juggle state

Fragrance Palm: Rufus extends his arms outward attacking both in front of and behind himself. Fragrance Palm will put the opponent into a limited juggle state on hit. Fragrance Palm propels the enemy a great distance across the screen, so follow-ups don't work mid-screen; but in the corner, you can juggle with Space Opera Symphony (↻ ↻ + P P P).

Falcon Dive Mid-air ↶ + MK



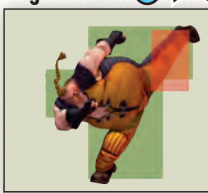
HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	11
ACTIVE	UNTIL GROUND
RECOVERY	–
ON HIT	+11 MAX
ON BLOCK	+7 MAX
CANCEL	–

NOTES Juggle potential 1

Falcon Dive: Rufus hovers for a split-second, halting his jump arc, then dives to the ground with a steeply-angled kick. Unlike other dive kicks, this attack has no minimum height requirement and will work when Rufus jumps in any direction. From forward or neutral jump, Rufus will travel down at roughly a 45-degree angle. From a backwards jump, Rufus will travel almost directly straight down. Falcon Dive is an excellent way to maneuver around the screen. It also makes Rufus's jumping normal moves more threatening, since the timing and attack choice required of the opponent to anti-air Falcon Dive is usually very different than it is to anti-air jumping normals. You have a threatening mix-up just in the form of using a regular jump-in every once in a while.

Off of most hard knockdowns, you can time a Falcon Dive on the opponent's wakeup to hit them either in front or to cross-up. From most altitudes, this gives Rufus more than enough frame advantage to combo into a ST. LK (see Combo I). Common situations to look for an ambiguous Falcon Kick are after a sweep, after a forward throw, after a Messiah Kick, and after Ultra I. See the strategy section for more details.

Target Combo LK ▷ HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	21
ON HIT	–
ON BLOCK	-8
CANCEL	–

NOTES Puts opponent into limited juggle state, soft knockdown

Target Combo: You can cancel Rufus' CL.LK into his CL.HK, putting the opponent into a limited juggle state. After a target combo, you can juggle with Space Opera Symphony (↓ ↓ + P P P). If you forgo a follow up here, your opponent will be knocked down long enough to give you ample time to set up an ambiguous Falcon Dive.

Using CL.LK ▷ HK as your combo of choice is advisable where Combo I won't quite do enough damage to K.O. your foe, whereas you would if you land a successful mix-up right after target combo's knockdown. In situations where you're unsure target combo will hit, check your combo by performing CL.LK linked to CL.LK first. Cancel the second close LK into HK only on hit; if blocked, transition to other options to maintain pressure. This avoids the -8 disadvantage after target combo is blocked.

SPECIAL MOVES



Messiah Kick: Rufus jumps, spins, and kicks his opponent on the way down. Messiah Kicks will go over projectiles, but this must be done in anticipation due to Messiah Kick's slow start-up.

LK Messiah Kick ↓ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	24
ACTIVE	2
RECOVERY	8+20 ON GROUND
ON HIT	-5
ON BLOCK	-9
CANCEL	–

NOTES 10~33f airborne, can cancel to follow-up until 3f after landing, puts opponent in limited juggle state, juggle potential 1

MK Messiah Kick ↓ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	35
ACTIVE	2
RECOVERY	11+20 ON GROUND
ON HIT	-8
ON BLOCK	-12
CANCEL	–

NOTES 10~47f airborne, can cancel to follow-up until 3f after landing, puts opponent in limited juggle state

HK Messiah Kick ↓ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	35
ACTIVE	2
RECOVERY	5+20 ON GROUND
ON HIT	-2
ON BLOCK	-6
CANCEL	–

NOTES 10~41f airborne, can cancel to follow-up until 3f after landing, puts opponent in limited juggle state







EX Messiah Kick ↓ + K K

HITS	5
BLOCK LEVEL	HL
DAMAGE	15X4, 20
STUN	10X4, 50
STARTUP	11
ACTIVE	3 (1) 2 (1) 2 (1) 2 (8) 2
RECOVERY	6+27 ON GROUND
ON HIT	-10
ON BLOCK	-14
CANCEL	–

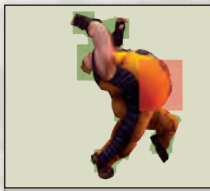
NOTES 1~13f invincible, can cancel to follow-up until recovery, puts opponent into limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4

The EX version of Messiah Kick hits 5 times and has enough invincibility to cover the first two hits. The LK High Attack follow-up can be Focus Attack dash canceled, leading to additional damage. Combo details can be seen in Combo V. In Ultra Street Fighter IV, EX Messiah Kick can connect for multiple hits against airborne foes, so it can be a good anti-air if timed correctly. It's also adept at hitting opponents when they are off the ground, such as during the airborne period of a backdash.

All Messiah Kicks allow for a follow-up attack by hitting a kick button while Rufus is landing:

- **High Attack**: Done with LK. Rufus does a backflip, launching the opponent with his belly. This move will combo off of all versions of Messiah Kick, and can be Focus canceled, and puts Rufus's opponent into a limited juggle state. Given the invincibility of the High Attack follow-up (which lasts until just before the first active frame), an opponent can be trained to respect the possibility of a delayed High Attack, thus allowing you to simply perform no Messiah Kick follow-up at times and go unpunished.
- **Mid Attack**: Done with HK. Rufus leaps into the air and stomps downward. This must be blocked high as it hits as an overhead.
- **Low Attack**: Done with MK. Rufus does a sweep kick, knocking his opponent over. This must be blocked low.

High Attack During Messiah Kick, LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	12
ACTIVE	4
RECOVERY	14+21 ON GROUND
ON HIT	–
ON BLOCK	-18
CANCEL	SU

NOTES 1~11f invincible, armor break, 14~26f airborne, puts opponent in limited juggle state, LK Messiah Kick version juggle potential 1, EX Messiah Kick version juggle potential 5, soft knockdown

Low Attack During Messiah Kick, MK



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	100
STARTUP	19
ACTIVE	2
RECOVERY	22
ON HIT	–
ON BLOCK	-3
CANCEL	–

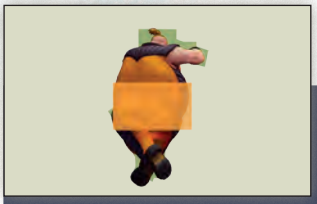
NOTES Hard knockdown

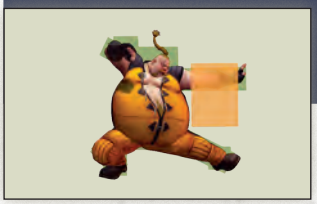
Mid Attack During Messiah Kick, HK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	150
STARTUP	26
ACTIVE	5
RECOVERY	19
ON HIT	–
ON BLOCK	-3
CANCEL	–

NOTES 9~30 airborne, hard knockdown





LP Galactic Tornado

HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 50
STUN	50, 50
STARTUP	10
ACTIVE	8 (6) 2
RECOVERY	20
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES Armor break, projectile attack, puts opponent into a limited juggle state, soft knockdown, 1st hit juggle potential 1

MP Galactic Tornado

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 20, 40
STUN	50X3
STARTUP	14
ACTIVE	10, 11 (5) 2
RECOVERY	20
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES Armor break, projectile attack, puts opponent into a limited juggle state, soft knockdown, 1st hit juggle potential 1

HP Galactic Tornado

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 20, 50
STUN	50X3
STARTUP	15
ACTIVE	10, 11 (5) 2
RECOVERY	20
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES Armor break, projectile attack, puts opponent into a limited juggle state, soft knockdown, 1st hit juggle potential 1





EX Galactic Tornado

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	100
STARTUP	11
ACTIVE	19 (3) 1
RECOVERY	22
ON HIT	–
ON BLOCK	-2
CANCEL	SU

NOTES Armor break, projectile attack, puts opponent into a limited juggle state, soft knockdown, only vacuum hit can be canceled, 2nd hit juggle potential 1

Galactic Tornado: Rufus spins up to 3 times, with a projectile hitbox surrounding his whirling gut, then strikes with a knockdown palm (also a projectile hitbox). The version of punch determines the number of spins. While spinning, Rufus will nullify 1 hit of any projectile that strikes him. During the MP and HP versions, hold ← while spinning to slide Rufus forward. This is necessary when using these moves in combos, for chip damage, and to blow through single-hit fireballs.

The final hit of Galactic Tornado puts Rufus's opponent into a limited juggle state. If you predict a Focus Attack from mid-range, you can perform a Galactic Tornado to break the opponent's Focus charge; even if they dash cancel their Focus Attack, Galactic Tornado will knock them out of the dash. To push your way out of a corner, canceling crouching LP into HP Galactic Tornado can be a decent tool if the opponent is unprepared to interrupt the gap in-between.

The EX version starts with a vacuum hit that can be Focus dash canceled, allowing you to punish with your choice of combo. Focus cancel and dash forward immediately, don't wait for the actual hit. See Combo IV for potential combo possibilities. The EX version of Galactic Tornado is also one of Rufus's best ways to punish a Focus Attack on reaction.



LP Snake Strike

HITS	5
BLOCK LEVEL	HL
DAMAGE	40X5
STUN	40X5
STARTUP	8
ACTIVE	1 (3) 1 (3) 1 (4) 1 (3) 1
RECOVERY	1+17 ON GROUND
ON HIT	+6
ON BLOCK	+2
CANCEL	–

NOTES 1~26 airborne, puts opponent into limited juggle state, hits 1~3 juggle potential 1, hits 4 and 5 juggle potential 2

MP Snake Strike

HITS	7
BLOCK LEVEL	HL
DAMAGE	40X7
STUN	40X7
STARTUP	7
ACTIVE	1 (3) 1 (2) 2 (3) 1 (3) 1 (3) 1 (3) 2
RECOVERY	2+17 ON GROUND
ON HIT	+4
ON BLOCK	0
CANCEL	–

NOTES 1~34f airborne, puts opponent into limited juggle state, hits 1 and 2 juggle potential 1, 3rd hit juggle potential 2, hits 4 and 5 juggle potential 3

HP Snake Strike

HITS	7
BLOCK LEVEL	HL
DAMAGE	40X7
STUN	40X7
STARTUP	6
ACTIVE	1 (3) 1 (2) 1 (3) 2 (2) 1 (3) 1 (3) 1
RECOVERY	4+17 ON GROUND
ON HIT	+3
ON BLOCK	-1
CANCEL	–

NOTES 1~34 airborne, puts opponent in limited juggle state, hits juggled opponents, hits 1 and 2 juggle potential 1, 3rd hit juggle potential 2, hits 4 and 5 juggle potential 3

Snake Strike: Rufus springs into the air, striking multiple times before he lands. Snake Strike puts Rufus's opponent into a limited juggle state on hit. You can use the LP version to effortlessly go over a projectile while building meter. Snake Strike is also airborne on frame 1, allowing Rufus to take 1 hit and flip with air recovery. For certain characters with very damaging set-ups on Rufus's wakeup, such as Yun's dive kick and Ibuki's Kunai, this can be a good maneuver to take one hit and avoid the potentially high damage should the setup hit Rufus on the ground. In the corner, if the opponent is high enough in the air after Rufus lands from the Snake Strike, you can juggle with Ultra I.

The EX version of Snake Strike has loads of invincibility and works well as (an incredibly damaging) anti-air if done early. It can also combo off of air-to-air diagonal jumping HK. See Combo III.

EX Snake Strike



HITS	7
BLOCK LEVEL	HL
DAMAGE	30X7
STUN	30X7
STARTUP	7
ACTIVE	1 (1) 2 (1) 1 (2) 2 (1) 1 (2) 1 (2) 1
RECOVERY	15+17 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f invincible, 1~39 airborne, puts opponent in limited juggle state, hits juggled opponents, hits 1~7 have sequential juggle potential: 1st hit juggle potential 1, 2nd hit juggle potential 2, etc.

SUPER & ULTRA COMBOS

LP Spectacle Romance ↓ ↓ + LP



HITS	3
BLOCK LEVEL	HL
DAMAGE	100, 80, 150
STUN	0
STARTUP	1+6
ACTIVE	1 (14) 1
RECOVERY	29
ON HIT	—
ON BLOCK	-9

NOTES Hard knockdown, targets in juggle state enter standing hitstun, full juggle potential



MP Spectacle Romance ↓ ↓ + MP

HITS	3
BLOCK LEVEL	HL
DAMAGE	100, 80, 150
STUN	0
STARTUP	1+13
ACTIVE	2 (14) 1
RECOVERY	29
ON HIT	—
ON BLOCK	-9

NOTES Hard knockdown, targets in juggle state enter standing hitstun, full juggle potential

HP Spectacle Romance ↓ ↓ + HP

HITS	3
BLOCK LEVEL	HL
DAMAGE	100, 80, 150
STUN	0
STARTUP	1+15
ACTIVE	3 (14) 1
RECOVERY	9
ON HIT	—
ON BLOCK	-9

NOTES Hard knockdown, targets in juggle state enter standing hitstun, full juggle potential



Super Combo: Spectacle Romance: Rufus punches his opponent twice. If the second punch hits, he will flip over his opponent and blast them far away. While Spectacle Romance has limited uses, you can confirm and cancel the initial hit of a Galactic Tornado into Spectacle Romance for sizable damage.

UCI: Space Opera Symphony: Rufus knocks his opponent into the air and strikes them repeatedly, sending them higher and higher until he lashes out with a vertical energy blast, finally dropping his opponent back to the ground. Space Opera Symphony is a very dynamic Ultra with many ways to utilize it in combos; see the combo and strategy sections for more details.

Space Opera Symphony ↓ ↓ + P P P



HITS	10
BLOCK LEVEL	HL
DAMAGE	32, 32, 38X7, 90
STUN	0
STARTUP	0+9
ACTIVE	3 (6) 3 (10) 3 (22) 3 (17) 2 (6) 3 (9) 3 (2) 3 (14) 2
RECOVERY	32
ON HIT	—
ON BLOCK	13

NOTES 1~9f invincible, hits opponent in limited juggle state, hard knockdown, full juggle potential

Big Bang Typhoon ↓ ↓ + P P P



HITS	18
BLOCK LEVEL	HL
DAMAGE	47, 17X2, 18X14, 27
STUN	0
STARTUP	0+11
ACTIVE	88
RECOVERY	87
ON HIT	—
ON BLOCK	-74

NOTES 1~12f invincible, 13~98 projectile invincible, armor break, hard knockdown, full juggle potential

UCII: Big Bang Typhoon: Rufus shouts "Transform!" and spins rapidly, pulling his opponent toward a tornado of Kung-Fu strikes. Projectiles will harmlessly pass through during Big Bang Typhoon, allowing you to easily punish fireballs. If Big Bang Typhoon is used as anti-air, Rufus will hit his opponent 4 times before knocking them down. Big Bang Typhoon is also a strong asset for punishing the opponent's Focus Attacks on reaction.

Recommended Ultra Choice: Double Ultra

Rufus benefits from having two very strong Ultras at his disposal, which serve different roles. Space Opera Symphony is comboable in a wide array of situations, granting Rufus increased damage off of—standing HK, anti-air jumping HK, CL.LK ▷ HK, corner Galactic Tornado, any version of Messiah Kick High Attack ▷ FADC (and, if the opponent is high enough in the air, even without an FADC), and after EX Galactic Tornado ▷ FADC. Big Bang Typhoon, while lacking comboability, covers many of Rufus's natural weaknesses as a character. Aside from being a formidable anti-air, it grants Rufus the ability to punish fireballs and Focus Attacks on reaction. The damage reduction for Double Ultra is not a huge issue given that a large perk of Space Opera Symphony is the strong setup Rufus gets after it, while Big Bang Typhoon simply grants Rufus punishment options he would not have otherwise.

Overview

PROS:

- Devastating pressure game up close and on the opponent's wakeup due to the threat of Falcon Dive
- Rufus is heavily rewarded for landing a forward throw by having an ambiguous Falcon Dive setup; the threat of forward throw makes his Falcon Dive more effective
- High Mobility allows Rufus to get up close to his opponent easily
- EX Messiah Kick is a very strong and versatile invincible move that can net high damage
- Extremely damaging anti-air with his jumping HK and EX Snake Strike
- Possesses two very good Ultras, Space Opera Symphony being particularly easy to land in a variety of situations
- An array of interesting long-distance normal moves on the ground

CONS:

- Limited defensive options without meter
- Has issues against grapplers due to a lack of good defensive options, as well as his typically strong up-close offense being less effective since close ranges are optimal for grapplers
- Can have issues getting up close against characters with strong fireball game
- Is easily stunned
- Mid-range normals are susceptible to Focus Attacks; Rufus has a hard time dealing with Focus Attacks without meter for EX Galactic Tornado or Ultra II

Rufus is a character that truly flourishes when he is either point-blank in his opponent's face, or when he has knocked down his opponent. Both of these situations let Rufus utilize his Falcon Dive pressure, which is one of the most dangerous offensive tools in the game. Against opponents who lack strong defensive options, his up-close offense is particularly hard to escape. Opponents without a good anti-air have a hard time stopping Rufus from approaching with Falcon Dive done with various timings and at various altitudes.

However, some character archetypes can put a wrench in Rufus's core game plan. Zoners with a strong anti-air are apt at stopping Rufus's approach, and grapplers negate some of Rufus's advantage up close. Rufus has a variety of unorthodox long-range normals that allow him to fight against trickier character archetypes, but they are highly susceptible to Focus Attacks. Against opponents who are good at keeping Rufus out, utilize his long-range sweep, EX Messiah Kick, and other maneuvers that grant Rufus a knockdown, and make it priority #1 to stay in their face. Against grapplers, Rufus's up-close pressure is risky since it is also at the grappler's ideal range. Use his long-range normals to keep the opponent out, namely crouching HP, crouching HK, and standing MK. Make anti-airs a priority against grapplers, as the air will be a primary avenue to get in for them, and because Rufus has highly-damaging anti-air options.

Your objective playing Rufus is to establish close range, and to stay in close range. Achieve this by:

- Landing a forward throw, then following up with an ambiguous Falcon Dive set up to stay in
- Utilizing the mobility granted to Rufus through his Falcon Dive at various heights and timings, and mixing up Rufus's approach with sneaky normal jumps
- Connecting with Rufus's far-reaching crouching HK at mid-range to achieve a hard knockdown
- Using well-spaced Glory Kicks when the opponent is hesitant to press buttons
- Intelligently using EX Messiah Kick on defense to turn an advantageous situation for the opponent into a knockdown and potential mix-up situation for Rufus

RUFUS'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
Vitality lowered from 1150 to 1050	—
Jumping ↖ + MK damage reduced from 90 to 70	—
LK ▷ HK Damage reduced from 90 to 70	—
EX Messiah Kick damage reduced from 20x4, 50, to 20x5	—
Messiah Kick LK follow-up damage reduced from 80 to 60	—
Messiah Kick MK follow-up damage reduced from 100 to 60	—
Messiah Kick HK follow-up damage reduced from 120 to 100	—
MP Galactic Tornado damage reduced from 40, 40, 70 to 50, 20, 40	—
HP Galactic Tornado damage reduced from 40, 40, 80 to 50, 20, 50	—
EX Galactic Tornado damage reduced from 160 to 130	—
EX Snake Strike damage reduced from 40x7 to 30x7	—
Ultra I damage reduced from 515 to 460	—

Super Street Fighter IV* to *Super Street Fighter IV Arcade Edition

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
ST. HP advantage on block increased from -1 to 0, advantage on hit increased from +3 to +4	More advantageous on block and on hit
EX Messiah Kick damage reduced from 20x5 to 15x4, 20, hitboxes adjusted	Less likely to go over crouching characters
Ultra II damage reduced from 450 to 420, juggle potential removed	Now only gets 1 hit against an airborne opponent

Arcade Edition to 2012 Update

CHANGE	EFFECT
CR. MP damage reduced from 80 to 70	—
LK ▷ HK hitbox lowered	Now works on crouching Blanka
EX Galactic Tornado first hit ▷ FADC forward advantage increased from +1 to +5	Enables FADC combos
MK Messiah Kick now combos into LK follow-up	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Forward/neutral throw damage reduced from 150 to 135	—
CL. HP hitbox lowered	Less likely for opponents to go under attack
ST. MP now special and Super cancelable	New combos enabled, see Combo section
ST. MK active frames increased by 1; EX Messiah juggle from 2nd hit increased	—
Target combo advantage on block reduced from -5 to -8	More easily punishable on block
LK Messiah Kick follow-up can now be used in air combos, gained 1 juggle potential, FADC forward advantage on block changed from -1 to -3	EX Messiah Kick now more damaging as anti-air, less safe on block after FADC forward
MK Messiah Kick follow-up recovery increased from 19 frames to 22, blocked advantage reduced from 0 to -3	Less safe on block
HK Messiah Kick follow-up recovery increased from 17 frames to 19, blocked advantage reduced from -1 to -3	Less safe on block
EX Messiah Kick Rufus bounding boxes changed, invincibility reduced from frames 1~16 to 1~13, floats opponents differently on hit	Less likely to go over crouching opponents, better as anti-air
Super 2nd hit hitbox extended to tip of fist	More likely to have all hits connect
Ultra I damage reduced from 460 to 420	—
Ultra II damage reduced from 420 to 360, knockback after hit adjusted	—



LONG RANGE

Rufus is ultimately a character that excels the most when he is at point-blank range, however at longer ranges, Rufus has unorthodox normals at his disposal that make opponents hesitant to stop his approach in conventional ways. By far his longest-reaching normal is his crouching HP. CR. HP is quick enough to preemptively beat a zoning character's attempt to thwart his approach with a projectile. Given that most opponents will not have such a far-reaching normal at their disposal, you can also throw out CR. HP to stop an opponent from walking into a range where their normals are most effective. To get around liberal use of CR. HP, opponents may jump in on Rufus preemptively and land a jumping attack while CR. HP is recovering, or they may start charging a Focus Attack to absorb the hit, then dash forward to close distance and potentially punish Rufus. If you read that the opponent will jump, walk forward to a position where you can anti-air with standing HP or either of his Ultras. If you read that your foe will charge a Focus Attack, take this opportunity to close distance and move the opponent to the corner, or to use a sneaky HP Galactic Tornado or Ultra II to punish the opponent. Once an opponent respects Rufus's options at this distance, you can approach more freely with Falcon Dives, Glory Kicks, and by simply walking forward.

Rufus's Glory Kick (↖ + MK) is another particularly good way to transition from longer ranges to closer ranges. Once the opponent respects CR. HP and the long-range game revolving around it, an opponent will be more hesitant to stick out the preemptive mid-range normals and fireballs which can counter a Glory Kick attempt. Glory Kick is safe on block, so it is no small victory for you to simply have an opponent block one, allowing you to safely achieve his optimal range. On a counter hit, you can link a crouching LK or crouching LP. See Combo IV for potential combo follow-ups.

More conventional avenues of approach are also available, namely approaching from the air. His forward jumping HP covers a very respectable horizontal distance, so if you anticipate an errantly-thrown fireball, you can punish it from a very long distance. Rufus's conventional jumping normals are also made more effective by the threat of his Falcon Dive (↖ + MK). Not only is Falcon Dive a great up-close pressure tool, but it also can be used to close distance in a way that can catch an opponent by surprise, since you can perform Falcon Dive at any point during Rufus's jump arc to land at various distances from the opponent. Mixing up Falcon Dive timings gives you incredible mobility to freely approach in the air, and quickly land before an opponent can pin-point exactly which anti-air to utilize. If you establish a propensity to use Falcon Dives higher up in the air so that it makes contact with an opponent, the opponent often has to commit to waiting for the dive kick and choosing a specific anti-air to deal with Falcon Dive, thus allowing you to make contact with a forward jumping HP that might otherwise be easy for an opponent to deal with. Against fireball characters specifically, you can also, in anticipation, use HK Messiah Kick with the LK follow-up to score an advantageous knockdown, which leads to a strong ambiguous Falcon Dive mix-up.



MID-RANGE

At mid-range, Rufus has normals which occupy a large amount of space in front of him. The key in using these normals is to use them to the point where the opponent will not want to hit buttons to challenge you. This lets you walk into a range where Falcon Dive is hard to react to correctly. Rufus's standing MP, standing MK, and crouching HK all accomplish this quite well. If an opponent is prone to stick out pokes to stop forward movement or air approaches, you can dance just outside of the opponent's best normal move's range and whiff punish with either crouching HK or standing MP ▷ ↻ + P P. The reward for either of these attacks is an advantageous knockdown which allows you to get close. In the case of crouching HK, you score an ambiguous Falcon Dive setup.

Standing MK and crouching HK are particularly susceptible to Focus Attacks. You can counter this by reacting to the enemy's preemptive Focus charge with EX Galactic Tornado, HP Galactic Tornado, or by Falcon Kicking to the other side of the opponent so their Focus Attack misses.

Neutral jumps at mid-range are also a powerful tool. Depending on the opponent's character, you can neutral jump outside of their anti-air range, which allows you to surprise them with Falcon Dives at various heights to close distance. An opponent may be prone to walk forward in anticipation of this in order to anti-air the neutral jump, or to walk backwards/backdash to get to a more comfortable range. Rufus's crouching HK is ideal for catching opponents walking forward or backwards, since they can't block low while moving. Look to sweep an enemy in situations where an opponent tries to move to a more favorable range. If an opponent takes to the air at this range while Rufus is on his way up, you can air-to-air them with neutral jumping HK (or MK if the opponent is below Rufus). You can also react to the opponent's normals during a neutral jump and come down on top of them with a Falcon Dive to land a combo (See Combo II). When dealing with other dive kick characters who try to play a similar game, a general "Joust"-like rule of thumb is to dive kick higher than the opponent to come down on top of them.

When on the ground at mid-range while the opponent jumps in, you can react with forward-jumping HK into EX Snake Strike (↙ + P P), Space Opera Symphony, or another jump into a Falcon Dive juggle to reset the opponent. This requires a great deal of attention on your part and is hard to achieve if you're actively engaged in a ground game. The key to landing forward jumping HK is to take notice of when an opponent is inclined to jump and pick spots to pause and focus solely on reacting for a massive damage payoff. If you're less prepared for a jump-in attack, you can react with either standing HP or crouching MP depending on the jump-in's trajectory. If an opponent is attempting to jump over Rufus to land a cross-up, you can jump backwards with jumping HP to hit them air-to-air. Against aerial approaches via dive kicks, Rufus's ST. HP is particularly good as an anti-air, and if they are lower in the air, ST. MP can suffice. Preemptive far standing HK can have a huge damage payoff for catching obvious dive kicks and can combo into crouching HK, or into an additional far standing HK into Space Opera Symphony (see Combo VI) for more information. Rufus's new and improved EX Messiah Kick into the LK high attack follow-up is also capable of juggling an airborne opponent for all of the hits with proper timing.

CLOSE RANGE

At close range is where Rufus is capable of instilling the most fear in his opponent and where he can inflict the maximum amount of pain. The core of Rufus's close-range mix-up revolves around his throw, which leads to ambiguous Falcon Dive setups that keep Rufus in close, and his Falcon Dive done low to the ground, which thwarts many options that deal with a throw attempt. If you land a forward throw, you get a powerful mix-up simply by dashing forward twice then aiming a Falcon Dive, which can hit the opponent in the front or the back as they are getting up. Since Rufus's forward throw grants him such a high reward situation, a smart opponent will take measures to avoid this. If the opponent is prone to tech throws, either with a standing tech or a standard crouch tech (CR. LP + LK), a Falcon Dive just slightly off the ground will make contact (see Combo II). An opponent at this point may choose to backdash, or to crouch tech with a higher-strength button in order to combat Rufus's low Falcon Dive. In both of these cases, counter by doing a Falcon Dive higher up in the air. Rufus being higher up allows him to come down on top of higher-reaching normal moves, and also allows Rufus to come down at an angle which covers more horizontal range, thus making contact with backdashes. Another option an opponent may consider is to simply jump backwards, which beats throw, Falcon Dive, and gives the opponent more space, which is not ideal for Rufus. If you read this intention, you can walk forward and react to the backdash with a sweep, or react to a backwards jump with forward jumping HK (see Combo III).

While Rufus's up-close game predicated around throw and Falcon Kick is extraordinary on its own, he actually has many other very formidable offensive tools. Rufus's CR. LP is his fastest move; it has very good horizontal range, and it can be linked into itself and combo into his EX Galactic Tornado (See Combo VIII). Walking forward and sticking out crouching LP is very effective in dissuading an opponent from sticking out their own normals or taking other defensive maneuvers. Rufus's CL. MP is also very powerful, as it leaves Rufus at +2 on block and can be linked into CR. LP on hit. The block advantage allows you to frame trap or walk forward to keep offensive momentum; reengage with a throw attempt, Falcon Dive, or another CL. MP. An offensive EX Messiah Kick can also be used to great effect due to its sizeable invincibility, which beats almost all of an opponent's defensive options aside from blocking. While always a strong offensive maneuver, the EX Messiah kick in *Ultra Street Fighter IV* can potentially connect for multiple hits on an opponent's defensive options. This leaves the opponent airborne, jumping backwards, backdashing, or using a reversal like Ryu's Shoryuken; thus leaving the opponent airborne when their invincibility runs out. Rufus has a damaging solution to every defensive option an opponent can throw at him, and converting on most solutions keeps Rufus at his ideal close range. The key to Rufus's up-close offense relies heavily on observing the opponent's defensive tendencies, so pay close attention and don't let them escape.

On defense up close, the options are more limited than on offense, but you still have adequate tools specifically with meter. Rufus's main defensive tool is his EX Messiah Kick; it has a large window of invincibility that extends beyond the point where the move becomes active. If EX Messiah kick connects with the opponent, follow up with the LK High Attack follow-up for a hard knockdown. If you have two bars of meter and Ultra I, FADC the High Attack follow-up, then juggle with Ultra I (see Combo V). Even if the invincible EX Messiah Kick is blocked, you still have options to maintain offense. While an opponent can interrupt (or, with a 3-frame move, even punish) Rufus's MK and HK Mid/Low Attack follow-ups, you can perform his LK High Attack follow-up with a delay. His LK follow-up has some invincibility and breaks Focus Attacks. This allows you to trade with some invincible reversals, as well as to deter Focus fishing (Focus Attack being a popular counter to the MK and HK follow-ups). Once the opponent is aware you're willing to use the invincible delayed LK follow-up, they will be more prone to wait after Messiah Kicks, which allows you to potentially mix up the opponent with the low MK follow-up, the HK overhead follow-up, or by simply using no follow-up and recovering before the opponent is willing to commit to a punish.

Another unique defensive tool is the Falcon Dive. While generally an offensive tool, Falcon Dive is extremely versatile on defense as well. If you're confident that the opponent will try to throw you, Falcon Dive and combo into standing LK (see Combo II). Beyond looking for a throw, if you have trained the opponent to leave gaps in their attack strings, you can do a low-to-the-ground Falcon Dive to take advantage of the opponent's hesitation and turn a poor situation into an advantageous one instantly. Inspire such hesitation by establishing a willingness to use EX Messiah Kick, or by teching throws late, which will encourage an opponent looking for counter-hits to walk forward and stick out normal moves later. If Rufus's crouching LK + LP tech connects, transition to Combo VIII. Prudently pay attention to the opponent's offense timing so that you can potential Falcon Dive over the opponent's low-hitting normals.

Aside from these unique defensive options, you can fall back on other universal options such as backdash, Focus absorb into backdash, and good old backwards jump. Due to Rufus's powerful EX Messiah Kick, you can inspire great fear even when the opponent is on offense, allowing you to use these universal options more effectively than most. The key is for you to be aware of when you have no meter, since Rufus's defensive options are far more limited without the threat of EX Messiah Kick.



Combos

I. CL.LK, CL.HP ▷ ↻ + HP

226 damage, 370 stun
Near corner, juggle with ↻ + LP
254 damage, stun 405
Near corner, juggle with ↻ ↻ + P P P
481 damage, 370 stun

Rufus's ground-based bread-and-butter combo. CL. LK to CL. HP is a 1-frame link that should be plinked with MP. An additional CL. LK can be used to allow you to hit confirm before linking CL. HP. As Galactic Tornado leaves your opponent in a juggle state, you can juggle in a corner with LP Galactic Tornado or Space Opera Symphony. Against Vega, Balrog, and Zangief, Space Opera Symphony can even link mid-screen.

II. Jumping ↖ + MK, CL.LK, CL.HP ▷ ↻ + HP

264 damage, 415 stun
Near Corner combo into ↻ + LP
288 damage, stun 445
Near Corner combo into ↻ ↻ + P P P
474 damage, 415 stun

Rufus has enough frame advantage for you to easily combo off of his dive kick when he hits the opponent near the ground. The higher he hits his opponent, the less advantage he has upon landing. If Rufus lands a far distance from the opponent, such that HP would register as ST. HP instead (such as after a top-of-the-head Falcon Dive where Rufus lands on the other side), salvage the combo with ST. LK, CR. LP ▷ ↻ + P P.

III. Against an airborne opponent, jump forward with early HK, land and then juggle with:

↻ ↻ + P P P
463 damage, 150 stun
↻ + P P
300 damage, 360 stun
↻ + LK, LK

You can use forward jumping HK to chase down opponents attempting to escape dive kick pressure by jumping back, or as an anticipatory anti-air to an opponent jumping in. If you have Revenge Gauge stocked for Ultra I, you can connect for great damage and a good ambiguous Falcon Kick set-up. Dash forward twice, then neutral jump into a Falcon Dive.

With one bar of meter, you can do respectable damage with an EX Snake Strike, or can opt for the no-bar option of LK Messiah Kick ▷ LK High Attack, for a hard knockdown and an ambiguous Falcon Dive opening.

IV. ↻ + P P ▷ FADC, CL.LK ▷ HK, ↻ ↻ + P P P

425 damage, 150 stun

Use the nearly-instant vacuum of EX Galactic Tornado as a whiff punish leading into Ultra. As the vacuum crushes armor attacks, this also works as a Focus punish, or against moves with armor such as Balrog's EX Dash Straight. Since the range on the vacuum is sizable, it allows you to punish some moves that leave the opponent at a great distance, such as some of E. Honda's Sumo Headbutts, Blanka's Rolling Attacks, and M. Bison's Psycho Crusher. This is a far more damaging alternative than to simply punish with crouching HP. Near the corner, you can opt to replace the target combo with standing HP ▷ ↻ + HP for slightly more damage.

V. ↻ + K K ▷ LK ▷ FADC forward, ↻ ↻ + P P P

465 damage, 190 stun

The incredibly long invincibility window on EX Messiah Kick allows Rufus to blow through attacks on his wakeup or during his opponent's pressure strings. Due to the large number of hits, you can easily hit confirm before deciding to use the LK follow-up. If the EX Messiah Kick is blocked, you can potentially confuse the opponent and keep your offense going by mixing up the various Messiah Kick enders. Should you not want to take such a risk, you have plenty of time to FADC backdash from the LK High Attack ender on block, leaving Rufus safe against most of the cast.

VI. ST. HK and then juggle with either:

ST. HK, ↓ ↓ + P P P
505 damage, 300 stun
CR. HK
200 damage, 350 stun

Use far standing HK to crush lows and lead to big damage. Far standing HK is slow to startup but leaves you with a +2 frame advantage on block. Standing HK is a good tool to preemptively throw out to beat backwards jumps as well as obvious dive kicks. If you don't have meter, substitute the second standing HK for a sweep to achieve a hard knockdown and continue pressure. If you catch the opponent out of the air with standing HK, you juggle with EX Snake Strike.

VII. Counter hit ↖ + MK, CR. LP then cancel into either:

↓ + P P
197 damage, 193 stun
↓ + P P ▷ FADC, CL. LK ▷ HK, ↓ ↓ + P P P
376 damage, 223 stun

Rufus's Glory Kick is a great way to close distance on an opponent. On counter-hit, you can even convert into respectable damage and a knockdown. Given the large hitstun of Glory Kick, you can easily confirm that it has counter-hit an opponent and continue into this combo. Depending on distance, you can combo into ST. LP, ST. MP without meter.

VIII. CR. LK ▷ CR. LP ▷ ST. LP, ST. MP ▷ ↓ + P P

207 damage, 270 stun

The combo of choice for one bar of meter off of a CR. LK (or CR. LP). It is important that the standing LP in this combo is far standing LP, so depending on the distance, crouching jabs should be added or omitted to achieve this. If the opponent is too far away to combo into Rufus's newly-cancelable standing MP, simply cancel CR. LP into EX Galactic Tornado (for this to work, you must link into CR. LP). Should you decide to crouch tech on defense (CR. LK + CR. LP), convert into this combo. The same alternate combo ender as Combo VII applies, but the damage increase is negligible if there are too many prior hits. If you want to FADC to an Ultra Combo, use as few normal hits as possible prior to the FADC.

IX. CL. MP, CR. LP then cancel into either:

↓ + P P
214 damage, 230 stun
↓ + P P ▷ FADC, CL. LK ▷ HK, ↓ ↓ + P P P
393 damage, 260 stun

Rufus's close standing MP is an excellent tool to set up frame traps, since it's relatively fast with 5-frame startup, and it is +2 on block. Being at +2 allows you to capitalize on having the threat of CR. LP, which comes out in 4 frames and will interrupt all normal moves the opponent could throw out. Since the opponent will be hesitant to hit buttons here, you can walk forward, then throw out another close standing MP in hopes of counter-hitting the opponent, or simply initiate throw/Falcon Dive pressure. Should the CL. MP hit, combo into the crouching LP and cancel that into an EX Galactic Tornado. If you have a keen eye, you can scout a counter-hit and substitute CR. LP with CR. MK for increased damage.

You should walk forward and threaten with close MP specifically when the opponent has shown that they're willing to throw out options that beat both throw and Falcon Dive.

X. Jump forward HP, then combo into either:

ST. HP ▷ ↓ + HP
296 damage, 520 stun
ST. HP x ↓ + HP (one hit) ▷ ↓ ↓ + P
552 damage, 555 stun
↓ ↓ + P P P
441 damage, 200 stun

A standard punish if you can connect with a forward jumping HP. Should you have 4 bars of Super Gauge, you can cancel the initial hit of Galactic Tornado into Spectacle Romance. If you are near the corner, you can juggle with Space Opera Symphony, or LP Galactic Tornado. If you land forward jumping HP deep, near the ground, Rufus has enough frame advantage for you to combo straight into Space Opera Symphony upon landing.

XI. ↙ + LP, CR. LP ▷ ↓ + P P

174 Damage, 170 stun

Should you land a stray LP Snake Strike, you can convert that into damage. While Snake Strike is not a move that should be thrown out without purpose, it does have some utility outside of being an anti-air, since it is airborne on frame 1. Against dive kick characters, LP Snake Strike can be used while waking up to beat both throw attempts and dive kicks in anticipation. While this move should be used sparingly, be aware of your combo options in case it connects.

RYU

First appearance: *Street Fighter* (1987)



Data

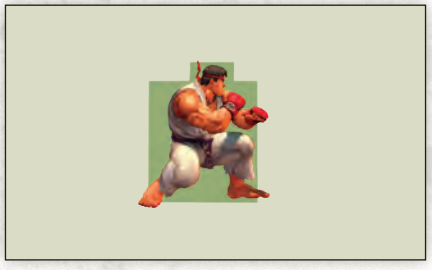
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	1000	B
Forward Walk Distance per Frame	0.045	B
Backward Walk Distance per Frame	0.03	C
Dash Duration in Frames	18	B+
Dash Distance	1.1	C
Backdash Duration in Frames	8 invincible, 10 airborne, 9 recovery (27 total)	C
Backdash Distance	0.76729	D-
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.925	B

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3

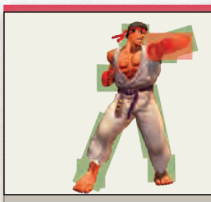


Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	3
ACTIVE	3
RECOVERY	21
ON HIT	+3
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	7
RECOVERY	26
ON HIT	-10
ON BLOCK	-15
CANCEL	SP, SU

NOTES Forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	7
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	3
ACTIVE	5
RECOVERY	16
ON HIT	-2
ON BLOCK	-7
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 70
STUN	125, 75
STARTUP	8
ACTIVE	8 (2)
RECOVERY	16
ON HIT	+4 (+5)
ON BLOCK	-1
CANCEL	SP, SU

NOTES Cancelable only on 1st hit, +1 more frame advantage on hit against crouching opponent

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	14
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	15
ON HIT	+4
ON BLOCK	+0
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	6
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	17
ON HIT	-2
ON BLOCK	-5
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	9
ACTIVE	4
RECOVERY	20
ON HIT	-2
ON BLOCK	-6
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	4
ACTIVE	4
RECOVERY	8
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	4
ACTIVE	8
RECOVERY	28
ON HIT	-13
ON BLOCK	-18
CANCEL	SP, SU

NOTES Forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	12
ON HIT	+0
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	28
ON HIT	—
ON BLOCK	-14
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	10
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincible

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincible

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Angled jumping (MP)



HITS	2
BLOCK LEVEL	H
DAMAGE	50, 30
STUN	50, 50
STARTUP	7
ACTIVE	3, 4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~6f lower body projectile invincible, 1st hit puts airborne opponent in free juggle, 2nd hit puts airborne opponent in limited juggle, 2nd hit juggle potential 1, cancelable only on 1st hit

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincible

NORMAL THROWS

Both of Ryu's throws leave him at a large enough advantage for a mix-up afterwards. His back throw flings the opposing character about half a screen's distance away, but Ryu recovers quickly enough for an aerial mix-up. Back throw, walk forward a bit, followed by a diagonal jumping attack is an effective mix-up sequence. Based on the distance from which you jumped, you can either go for a frontal jumping (HP), a cross-up jumping (MK), or a cross-up HK Hurricane Kick (see Combo VI for timing and spacing tips). Alternatively, back throw puts you in a prime position for a meaty LP Hadoken if you'd rather keep the opponent at a distance.

Ryu's forward throw leaves the opponent about mid-range from him while giving you a large frame advantage. This leaves you at optimal position to perform a jumping (HP) or cross-up (MK) mix-up attempt. Another trick you can use after a forward throw is the following sequence: forward throw, LP Dragon Punch whiff, into HK Hurricane Kick cross up. This takes advantage of the single standing frame that occurs during wakeup, and is extremely difficult to block. This works on the following characters: Akuma, C. Viper, Chun-Li, Cody, Dan, Dhalsim, El Fuerte, Evil Ryu, Gen, Guy, Hakan, Ibuki, Ken, Makoto, Oni, Ryu, Sakura, Yang, and Yun. Of course, opponents choosing to delay wakeup will avoid this attack altogether.



Shoulder Throw

(LP) + (LK)

DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.923

Somersault Throw

(←) + (LP) + (LK)

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.923

To give your forward throw a range boost, you can use the kara cancel technique. Use an input of (→) + (HK) ~ (LP) + (LK). While it doesn't provide as much range as Ken's kara throw, it's enough to warrant practicing this technique.

FOCUS ATTACKS

With its range and relatively quick charge to Level 2, Ryu's Focus Attack is one of the better Focus Attacks in the game. It's a versatile attack and can be used in plenty of situations. It has a deceptive range to it, as Ryu lunges forward and punches about as far as his crouching MK, so it can be used as a poke or anti-poke move. It can also be used as anti-throw-tech bait in your close-up attack strings since its charge and release start-up is short. For instance, after the opponent blocks close CR. LK ▷ CR. LP, start up your Focus Attack and release at Level 2 charge or as soon as you absorb your opponent's throw tech option select. Since Ryu leans back during his Focus charge, he will usually be out of range of most defensive throws, making this a powerful offensive technique.

Ryu's Red Focus can be used in certain situations, like punishing another shoto's crouching MK into EX Hadoken sequence. Start your Red Focus in anticipation of the opposing crouching MK, absorb as many hits as needed, then release for a crumple punish. This does require 2 bars of Super, so this has to be done as a very hard read.

In combos, Ryu's Red Focus cancel isn't too useful, since his meter is more efficiently spent on FADC or EX extensions.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	180
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Collarbone Breaker ↷ + MP

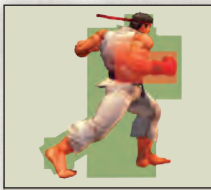


HITS	2
BLOCK LEVEL	H
DAMAGE	30, 50
STUN	50, 50
STARTUP	17
ACTIVE	1 (1) 2
RECOVERY	14
ON HIT	+3 (+1)
ON BLOCK	-2
CANCEL	–

NOTES Less advantage on hit against crouching opponent

Collarbone Breaker: A standard 2-hit overhead attack. It's mostly safe on block at -2 frame disadvantage, so it can be used liberally against an overly defensive opponent. Collarbone Breaker is indirectly powerful because Ryu's crouching MK is his most effective close-to-mid range attack; the fear of being hit by crouching MK leaves opponents vulnerable to overheads. The main drawback of this move is its slow start-up, so use this after giving yourself a large frame advantage, such as after a blocked heavy jumping HP / HK or during an opponent's wakeup. As with most ground-based overhead attacks, Collarbone Breaker is an excellent way of finishing off a low-health enemy. Note that Collarbone Breaker is +3 on hit only against standing targets, making its comboability practically useless, as the point of the attack is to hit a crouching opponent.

Solar Plexus Strike ↷ + HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 60
STUN	50, 50
STARTUP	17
ACTIVE	2, 2
RECOVERY	18
ON HIT	+4
ON BLOCK	0
CANCEL	SP, SU

NOTES Cancelable during last 3 recovery frames

Solar Plexus Strike: As its name implies, Ryu lunges forward with a 2-hit punch to the opponent's Solar Plexus. Solar Plexus Strike is an excellent mid-range poke, leaving Ryu at +4 on hit and neutral on block. Use this attack as an engagement and hit-check tool from slightly past crouching MK's max range. On max range hit, you can easily buffer into ↶ + HP for a 3-hit combo. On close range hit, use Combo IV to follow up. Solar Plexus Strike's two hits make it an effective Focus breaker, so use it to deter opponents from Focus fishing your CR. MK ▷ ↷ + P pokes.

Hadoken ↓↘→ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	13
ACTIVE	–
RECOVERY	33
ON HIT	-2
ON BLOCK	-6
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, soft knockdown on airborne opponent





EX Hadoken ↓↘→ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50
STUN	50, 50
STARTUP	11
ACTIVE	–
RECOVERY	29
ON HIT	–
ON BLOCK	+1
CANCEL	SU

NOTES Puts opponent into limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2 and doesn't cause juggle count to go up, on counter hit both hits put opponent into free juggle state





LP Shoryuken →↓↘ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	100 (70)
STUN	200 (100)
STARTUP	3
ACTIVE	14
RECOVERY	14+10 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES 1~2f invincible, 3~4f invincible to throws, 3~16 lower body invincibility, 5~30f airborne, puts opponent in limited juggle state, soft knockdown, lower damage from 3rd active frame



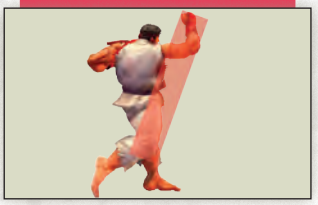


MP Shoryuken →↓↘ + MP

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 50
STUN	150, 50
STARTUP	3
ACTIVE	2, 12
RECOVERY	25+18 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES 1~5f invincible, 6~16f lower body invincibility, 5~41f airborne, puts opponent in limited juggle state, 2nd hit juggle potential 1, soft knockdown





Hadoken: Ryu's "fireball" special move is iconic, and rightfully so, since most of Ryu's strategy revolves around it. All three versions have the same properties except travel speed; while seemingly minor, the varying travel speeds play a large part in choosing which Hadoken version to employ in certain situations. Its main use is to zone, annoy, and chip away at an opponent, forcing them to make mistakes from anywhere on the stage.

At full-screen range, all three versions have their uses. Mix up the varying speeds to keep your opponent on their toes as to how to deal with your zoning while you're building Super Gauge.

At mid-to-long range, it's usually best to use the HP version to give your opponent less time to react and to increase the potential of hitting them out of the air during the ascension of their jump.

At close-to-mid range, Hadoken acts as an extremely effective poke. At past crouching MK range, you want to treat Hadoken as an extension of your limbs. It's impossible to jump over one of these on reaction, therefore making it one of your best pressure tools.

At about a half screen's distance, you can lure an opponent into neutral jumping so you can punish their descent by Focus dash canceling forward from a Hadoken's recovery then walking up and anti-airing with ST. HK . This is a valuable technique in finishing off an opponent who's forced to conserve their health towards the end of a round.

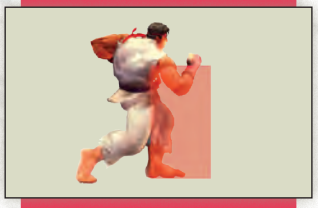
EX Hadoken is an exceptionally fast-starting 2-hit fireball with a significantly lower recovery. Its main use is to beat out Focus Attacks and one-hit projectiles. At the cost of one bar, EX Hadoken is vital to giving you an edge in momentum during a fireball fight. It also causes soft knockdown, and on counter-hit it puts the opponent in a free juggle state.

Shoryuken: Also known as the "Dragon Punch" and "Uppercut," Ryu's Shoryuken is the classic, definitive anti-air. The three versions vary in damage, invulnerability properties, and range.

HP Shoryuken →↓↘ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	160 (60)
STUN	200 (50)
STARTUP	3
ACTIVE	14
RECOVERY	28+18 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES 1~4f invincible, 5~16f lower body invincibility, 5~30f airborne, puts opponent in limited juggle state, soft knockdown, lower damage from 3rd active frame



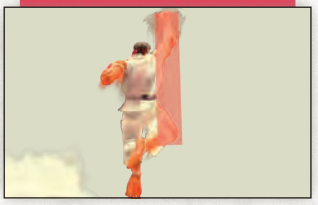


EX Shoryuken →↓↘ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 60
STUN	100, 100
STARTUP	3
ACTIVE	2, 12
RECOVERY	30+18 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SU

NOTES 1~16f invincible, 5~46f airborne, 1st hit puts opponent into free juggle state, 2nd hit juggle potential 1, soft knockdown





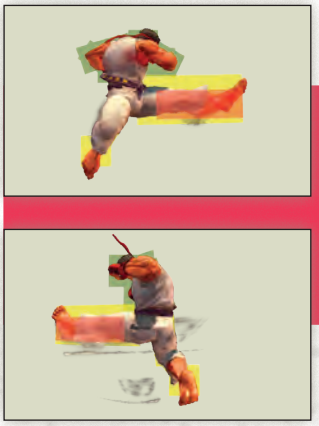
The LP Dragon Punch has hardly any invulnerability, giving it a niche purpose of either a high-altitude, early anti-air, or as a ground reversal. Most notably, it can be used to set up Super and Ultra I juggle follow-ups (see Combo X). Additionally, thanks to its low amount of invulnerability and the fact that its start-up hit frames aren't airborne, you can go for an intentionally-traded LP Dragon Punch into Ultra I follow-up against jumping attacks. The timing for this is strict and also depends on your opponent sticking out an attack on their jump-in.

MP Dragon Punch has a more flexible use, due to its high amount of invulnerability frames and its FADC properties. As anti-air, it will beat out all jumping attacks while allowing a potential of FADC into Ultra I. It's also the safest version to use as a ground attack reversal. FADC the first hit into a backdash to give yourself a safe ground reversal, or FADC into a forward dash to give you Ultra I combo potential. Note that in Ultra Street Fighter IV, a blocked Shoryuken FADC forward dash is no longer safe (-5 frame advantage), so you have to make a calculated read if you're using this defensively. The MP version is also what you'll use in combos ending with a Dragon Punch FADC Ultra I, as the HP version is not cancelable.

HP Dragon Punch is one of the most damaging anti-air specials in the game. Its downside is that it is not cancelable in any way. Use this version in combos and as anti-air only. It's not recommended as a ground reversal due to its extreme recovery, so only use it as a calculated and hard read on an opponent's attacks.

The MP and HP versions are considered airborne on their first active frames, so for hit-trade anti-air situations, it's only possible to combo into Ultra I if the opponent is cornered. These situations will be rare, but possible. However, using the fast HP version of your Super will always work on these hit-trades.

EX Shoryuken is an extra invulnerable version of the Dragon Punch. Few moves are as invulnerable as this, so use this version to get through highly active aerial attacks, such as Akuma's air fireballs and Rufus's EX Messiah Kick. New in Ultra Street Fighter IV is the free juggle state of the first hit of EX Shoryuken, making it a useful way to connect a full Ultra II.



LK Tatsumaki Senpukyaku

↻ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	11
ACTIVE	2 (6) 2
RECOVERY	12+5 ON GROUND
ON HIT	–
ON BLOCK	-6
CANCEL	–

NOTES 7~45f lower body projectile invincible, 7~45 airborne, armor break, whiffs on crouching opponent, soft knockdown, puts opponent in limited juggle state

MK Tatsumaki Senpukyaku

↻ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	12
ACTIVE	2 (6) 2 (6) 2 (6) 2 (6) 2
RECOVERY	18+3 ON GROUND
ON HIT	–
ON BLOCK	-2
CANCEL	–

NOTES 7~45f lower body projectile invincible, 7~45 airborne, armor break, whiffs on crouching opponent, soft knockdown, puts opponent in limited juggle state

HK Tatsumaki Senpukyaku

↻ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	12
ACTIVE	2 (6) 2 (6) 2 (6) 2 (6) 2
RECOVERY	18+3 ON GROUND
ON HIT	–
ON BLOCK	-2
CANCEL	–

NOTES 7~45f lower body projectile invincible, 7~45 airborne, armor break, whiffs on crouching opponent, soft knockdown, puts opponent in limited juggle state

Tatsumaki Senpukyaku: Better known as just "Tatsu" or "Hurricane Kick," this armor-breaking move causes Ryu to fly forward, unleashing an alternating and double-sided attack hitbox. It can be executed during a jump to alter your trajectory, with the potential of crossing up an opponent. New to *Ultra Street Fighter IV* is Ryu's ability to cancel the first hit of jumping MP into air Hurricane Kick for a little bit of extra air combo damage. Note that Airborne Hurricane Kicks do not break armor.





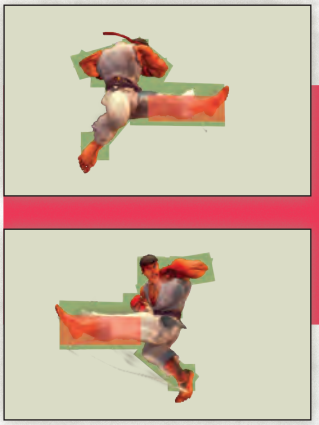
NOTES 6~27f lower body projectile invincible, 6~45f airborne, forces stand, armor break, 5th hit puts grounded opponent in limited juggle state, all hits put airborne opponent in limited juggle state, all hits juggle potential 5

EX Tatsumaki Senpukyaku

↻ + K K

HITS	5
BLOCK LEVEL	HL
DAMAGE	30 X4, 40
STUN	40 X5
STARTUP	11
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	18+3 ON GROUND
ON HIT	–
ON BLOCK	-1
CANCEL	–

All three versions can only hit once; on block, the MK and HK versions will continue spinning, forcing the enemy to crouch or block the remaining hits. The LK and MK versions won't see much use over the HK versions, as they both do less damage and are just about as unsafe on block and whiff. LK Hurricane Kick can be used to close a small gap quickly, to cross up an opponent who's knocked down, or as a combo ender against a cornered opponent, which leaves juggle potential for MP Dragon Punch or Super. The MK version does not travel as far as the HK version, giving it limited use. For example, after connecting with a combo of MP Dragon Punch ▷ FADC into Ultra I, you can use MK Hurricane Kick to get yourself into mid-range, while the HK version will get you into point-blank range. HK Hurricane Kick is the version you'll use in all Hurricane Kick combos, as well as for your air Hurricane Kick attempts (See Combo VI).



LK Airborne Tatsumaki Senpukyaku

During jump ↻ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	9
ACTIVE	2 (6) 2 (6) 2
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAX
CANCEL	–

NOTES Puts opponent into limited juggle state, soft knockdown, juggle potential 2

MK Airborne Tatsumaki Senpukyaku

During jump ↻ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	9
ACTIVE	2 (6) 2 (6) 2
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAX
CANCEL	–

NOTES Puts opponent in limited juggle state, soft knockdown, juggle potential 2

HK Airborne Tatsumaki Senpukyaku

During jump ↻ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	9
ACTIVE	2 (6) 2 (6) 2
RECOVERY	10 ON GROUND
ON HIT	–
ON BLOCK	+10 MAX
CANCEL	–

NOTES Puts opponent in limited juggle state, soft knockdown, juggle potential 2

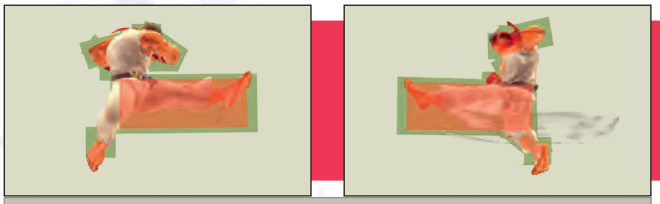
An interesting property of the Hurricane Kick is its lower-body projectile invulnerability, giving Ryu an added dynamic to his projectile zoning game. You can use this to your advantage during a heated fire fight with another projectile character by blowing past their fireball and hitting them on their recovery. You do have to anticipate and make a hard read on their projectile though, so this technique is only recommended sparingly as a full-screen surprise attack. Within jumping range, it's generally safer to go for a jump-in on your projectile reads, as you'll net more damage while still having the option of not extending an attack during your jump.

Note that while Hurricane Kick is invulnerable to Sagat's Low Tiger Shot, it is not invulnerable to High Tiger Shot.

EX Hurricane Kick behaves differently than the other versions, leaving Ryu spinning in place. While not having any movement properties, EX Hurricane Kick does the most damage out of the four versions and hits crouching opponents. It also retains airborne properties, making it a strong way to beat crouching option selects, potentially giving you an easy Ultra I combo against a cornered opponent. Air EX Hurricane Kick leaves Ryu floating in the air and is not recommended for any kind of use.

EX Airborne Tatsumaki Senpukyaku

During jump ↺ + K K



HITS	5
BLOCK LEVEL	HL
DAMAGE	40 X5
STUN	50 X5
STARTUP	7
ACTIVE	1 (3) 1 (3) 1 (3) 1 (3) 1
RECOVERY	4 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Puts opponent into limited juggle state, soft knockdown, hits 2~5 have sequential juggle potential: 2nd hit juggle potential 1, 3rd hit juggle potential 2, etc.

SUPER & ULTRA COMBOS

Super Combo: Shinku Hadoken: As you'd expect from Ryu, his Super is a mega-beefed up version of his Hadoken. This is one of the more useful and versatile Supers in the game, thanks to its quick start-up, damage, and range. Its many functionalities include its comboability, its full screen projectile punish potential, and its chip damage potential in inescapable block strings. The three different versions of Shinku Hadoken vary with travel speed, with the LP version being the slowest and HP being the fastest.

With its extremely short start-up combined with its travel speed, HP Shinku Hadoken makes for one of the few moves that can punish normally-safe attacks, like E. Honda's HP Headbutt, Blanka's LP Blanka Ball, Akuma's max range crouching HK, etc.

For projectile wars, HP Shinku Hadoken can be used to blow through and punish a character's fireball recovery. You can either anticipate the opponent's projectile and use the Super raw, or you can give yourself a little bit of confirmation time by throwing out a Hadoken canceled into Shinku Hadoken. This is a difficult technique, but with proper anticipation combined with good reaction times, it is possible.

Shinku Hadoken can be used in juggle combos off of Dragon Punches (outlined in the Shoryuken section and the Combo Index) or in ground cancel combos. For instance, CR.MK ▷ ↓↘ + HP ▷ ↓↘ ↓↘ ▷ HP is a fairly damaging combo off of a close-to-mid range crouching MK whiff punisher.

Additionally, Shinku Hadoken makes for a great chip damage block string ender. Against opponents with roughly less than 90 health left, Ryu can perform ↙ + LP ▷ ↓↘ ↓↘ + P in his attack string to guarantee the round.

Shinkuu Hadoken

↓↘ ↓↘ + P

HITS	5
BLOCK LEVEL	HL
DAMAGE	50 X4, 100
STUN	0
STARTUP	1+3
ACTIVE	–
RECOVERY	50
ON HIT	–
ON BLOCK	-11

NOTES 1f invincible, hard knockdown, hits 1~5 have sequential juggle potential: 1st hit juggle potential 1, 2nd hit juggle potential 2, etc.

Metsu Hadoken

↓↘ ↓↘ + P P P

HITS	8
BLOCK LEVEL	HL
DAMAGE	42 X7, 75
STUN	0
STARTUP	0+11
ACTIVE	–
RECOVERY	110
ON HIT	–
ON BLOCK	-25

NOTES 1~9f invincible, hard knockdown, hits 1~8 have sequential juggle potential: 1st hit juggle potential 1, 2nd hit juggle potential 2, etc.

Metsu Shoryuken

↓↘ ↓↘ + K K K

HITS	8 (3)
BLOCK LEVEL	HL
DAMAGE	(270, 45, 188)
STUN	0
STARTUP	0+8
ACTIVE	3, 3 X7
RECOVERY	43+41 ON GROUND
ON HIT	–
ON BLOCK	-84

NOTES 1~11f invincible, 12~31f lower body invincibility, 1st hit leads to cinematic, hits 2~8 have sequential juggle potential: 2nd hit juggle potential 1, 3rd hit juggle potential 2, etc.



Shinku Hadoken then leaves you at such an advantage on block that you can guarantee another attack afterwards. In the corner, a blocked Shinku Hadoken guarantees an extra blocked HP Dragon Punch, for over 100 damage of just chip damage. An inescapable situation you can use this technique in is if you cause a hard knockdown (such as from a sweep), then force your rising opponent to block cross-up MK into LP Dragon Punch into Super. Also, a blocked meaty LP Hadoken followed by HP Shinku Hadoken can be made into a true block combo (after a back throw, for example).

UCI: Metsu Hadoken: Metsu Hadoken is an 8-hit Ultra fireball with a long wind-up time and fast travel speed. Like Shinku Hadoken, Metsu Hadoken has multiple uses.

Thanks to it being a projectile Ultra with juggle properties, Metsu Hadoken can be easily used in combos. A common and useful way to combo Metsu Hadoken is from high-altitude anti-air LP Dragon Punch. Simply execute the LP Dragon Punch as soon as you see an opponent jump at you to hit them close to the apex of their jump, and then perform ↓↘ ↓↘ + P P P as soon as you land.

You can also combo Metsu Hadoken by canceling the first hit of MP Dragon Punch with a Focus dash cancel. ↙ + MP FADC, ↓↘ ↓↘ + P P P. Use this as anti-air, a ground reversal, or to simply tack on extra damage to a standard hit-check string. You can also combo it from a Focus Attack crumple into backdash. For instance, if you happen to go for a Focus Attack frame trap in your attack string and you happen to land a Level 1 Focus Attack counter-hit. In this scenario, you are most likely going to backdash since Level 1 Focus Attacks are unsafe to forward dash from. But, since you were able to score a counter-hit, you get a crumple which gives you a free Ultra I hit off of your backdash.

Another effective way to combo into Ultra I is off of EX Hurricane Kick against a cornered opponent, either in combos or off of a raw EX Hurricane Kick frame trap. This is one of Ryu's most efficient Ultra I combos as it only costs one stock of EX meter and deals up to 500 points of damage.

While Ultra I can be used to blow through and punish other projectiles, its functionality is limited within a certain range (whereas Shinku Hadoken can be used full screen). The best distance to use Ultra I this way is at about three to four character lengths (or about two crouching MK lengths) away. This gives you ample time to react to an enemy fireball and "pump" the motion twice before finishing with P P P. A useful technique for the Ultra input is by using its shortcut of , , + P P P. This serves a couple of purposes. One, you can repeatedly motion between and , and then when you see the opponent's projectile come out, finish the Ultra input with a simple + P P P. Secondly, by pumping and , you don't give away your intentions by constantly crouching and standing as you would with the motion. Ryu will only appear to be crouching and then suddenly release his Metsu Hadoken.

UCII: Metsu Shoryuken: Metsu Shoryuken, or "Shin Shoryuken," is Ryu's most damaging move. Thus, its use is mostly limited as a severely punishing anti-air. As with the input tips mentioned for Ultra I, it's important to use the + K K K shortcut, especially since it's an anti-air. You want to be crouching for the duration of the input to avoid being hit in the head from an early jumping attack and to ensure the first hit connects, which leads into the full cinematic.

Since Metsu Shoryuken's first hit has no juggle potential, getting the full cinematic can only be done in certain situations. The most common way is off of a Focus Attack crumple, forward dash. Another practical way is from a counter-hit EX Hadoken at point-blank range. Now that EX Dragon Punch's first hit leaves the opponent in a free juggle state, you can + P P FADC + K K K to land the full Metsu Shoryuken cinematic sequence at the cost of 3/4ths of a Super. Lastly, the first hit of jumping MP into Metsu Shoryuken will net you the full cinematic, although this is an extremely rare occurrence.

Recommended Ultra Choice: Matchup/Preference Dependent

Fortunately, both of Ryu's Ultras are useful, giving Ryu more flexibility in his match-ups than many other characters. Ultra I is a bit more versatile than Ultra II, so it's usually a safer pick because it can be used in all the same combos as Ultra II and then some. However, Ultra II's damage as an anti-air can't be ignored. Against characters without a projectile and limited air mobility, Ultra II is an extremely powerful tool. Players using characters like Balrog, E. Honda, and Zangief, for example, have to eventually guess with their forward jumps to get past Ryu's fireball game, making Ultra II a great pick over Ultra I.

Overview

PROS:

- Has a broad skillset, with almost all of his moves having a purpose for most situations
- Ranged zoning game is second to few, with every single one of his fireball iterations (including Super and Ultra I) being useful in some capacity
- Has intuitive and flexible combos in both close range and mid-range
- For a character that excels at zoning at mid to far range, Ryu has particularly fast normal attacks, giving him a strong frame trap and footsie game

CONS:

- Lacks a strong vortex game; while he has decent mix-ups versus a downed opponent, it's difficult to win a round off of one opening
- He's considered very basic, meaning there's little surprise factor in how he's played; being a strong Ryu player means being able to read your opponent well, forcing out and capitalizing on many small mistakes to earn your victories

Ryu is a jack-of-all-trades fighter with an emphasis on zoning; his optimal play style varies depending on the match-up and situation. Your primary goal with Ryu is to force out mistakes from your opponents with your strong zoning game, going for opportunistic mix-ups when given the chance. Mastering the enemy plays a large part in being a successful Ryu player.

Your objective playing Ryu is to force mistakes from opponents through intelligent use of his projectiles and mid-range attacks so that he can land knockdowns or anti-airs. You can achieve this by:

- At long range, conditioning the enemy using a variety of Hadoken speeds and punishing his opponent's jumps with Dragon Punch
- At mid-range, effectively using crouching MK + P, crouching HK, and Hadoken pokes to exert pressure
- Capitalizing on knockdowns such as throws and sweeps with hard-to-block mix-ups

RYU'S TUNING HISTORY



Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
CR.MP damage reduced from 70 to 60	—
CR. HP damage reduced from 100 to 90	—
CR.MK damage reduced from 70 to 60	—
LP, MP, HP Hadoken damage reduced from 70 to 60	—
LP Shoryuken damage reduced from 130 to 100	—
MP Shoryuken now 2 hits, damage redistributed from 130 to 80, 50, 2nd hit has juggle potential 1	—
HP Shoryuken now 2 hits, damage lowered from 160 to 100, 50, 2nd hit has juggle potential 1	—
All versions of Shoryuken trades now air recover	Can no longer follow up Shoryuken trades with Ultra or other similar combos
HK Tatsumaki Senpukyaku damage increased from 150 to 160	—
Super can no longer activate with a fireball on screen	Can no longer set a trap by throwing a Hadoken then seeing if opponent jumps or Focuses before using Super as a punish
Ultra I damage reduced from 398 to 369	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
ST.MP can now be canceled into specials	Enables new combos on hit
CL.MK damage increased from 70 to 80	—
CL. HK recovery reduced from 17 frames to 15, advantage on block increased from -3 to -1, advantage on hit increased from +2 to +4	Safer on block, enables new combos on hit
CR.MK active frames reduced from 5 to 3, recovery increased from 12 frames to 14, hurtbox extended	Effectiveness reduced for controlling space in front of Ryu, hurtbox extended from middle of shin to Ryu's foot
⟳ + HP damage reduced from 40, 80 to 40, 50	—
MP Shoryuken invincibility changed from frames 1~4 to 1~5	Better as anti-air or as a reversal
Airborne Tatsumaki Senpukyaku trajectory changed	Escape Tatsu "juice kick" no longer works
EX Airborne Tatsumaki Senpukyaku knockback changed	More likely to get additional hits
Ultra II invincibility increased from frames 1~7 to frames 1~10	Better as anti-air or as a reversal

Arcade Edition to 2012 Update

CHANGE	EFFECT
CR.MK active frames increased from 3 to 5	Longer active frames restore much utility lost in AE
⟳ + HP damage increased from 40, 50 to 40, 60	—
LP, MP, HP Hadoken damage increased from 60 to 70	—
EX Hadoken puts opponent in free juggle state on counter hit	Lets Ryu land Ultra II if he reacts to an opponent using a Focus Attack
MP Shoryuken damage reduced from 80, 50 to 100, 50	—
HP Shoryuken changed to 1 hit, can no longer be Super/Focus canceled, damage increased from 100, 50 to 160, invincibility increased from 1~2 to 1~4, juggle potential removed	Better as anti-air when Ryu isn't going to cancel to Ultra, better as a hard read frame trap as it deals 200 damage on counter hit
Airborne Tatsumaki Senpukyaku transition point 3 frames later	The jump trajectory change with Tatsu activation occurs later in Ryu's jump
Ultra II hitbox extended upwards	Better as anti-air

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CR. MK advantage on block changed from -3 to -2	Safer on block
Jumping MP 1st hit now special cancelable	Enables new air combos: Jumping MP ▷ ⟲ + HK
EX Airborne Tatsumaki Senpukyaku hitbox expanded, vacuum effect increased on hit	Less likely to drop opponent
LP, MP Shoryuken FADC forward advantage on block changed from -1 to -5	No longer safe on block after FADC forward
EX Shoryuken first hit puts opponent in free juggle state	Enables combos such as EX Shoryuken ▷ FADC CR. HK or Ultra II
Ultra II invincibility increased from frames 1~11 to 1~12	Better as anti-air and as a reversal

LONG RANGE

While seemingly his most effective range, this is also the most difficult area in which to excel with Ryu. Good Ryu players are separated from great Ryu players by their use of the Hadoken. As a general strategy, you want to be able to keep tempo control with your fireballs while trying to force out misguided jumps from your opponent. Use of Hadoken at long range accomplishes the following: small amount of meter gain, potential chip damage, and space control. Space control is extremely important in *Ultra Street Fighter IV*, and Ryu's Hadoken plays a large part in this. Every fireball you throw forces a reaction from the enemy, even if only a small one. Keep every reaction your opponent makes in mind and use their tendencies to your advantage.

An opponent who's neutral jumping over your fireballs is giving you a small window to inch forward into mid-range (especially while using your slow-moving LP Hadoken), so take these chances to do so when you can. Opponents who opt to Focus absorb your Hadokens and then backdash are taking a risk in taking extensive gray damage soon after. You can use this to your advantage by being more aggressive and walking forward while keeping them in block stun with either more fireballs (to keep their gray damage unrecovered) or with mid-range crouching MK attacks. Opponents who tend to jump at you in attempts to punish your fireballs are taking a risk each time they do so, since these are just guesses. Punish their jump-ins with MP or HP Shoryuken if you're close enough, and standing HK at a distance. If you have a significant life lead, it's okay to let your Hadokens be punished with jump-ins, since it gives you some insight on how your opponent reacts to fireballs. A simple trick in baiting one of these jumps is to perform a Hadoken with a ↓↘ + LK motion. Since Ryu doesn't have a special move associated with this motion, he'll perform a crouch followed by standing LK, which looks like someone ready to throw a fireball. Since there's practically no recovery on his standing LK, you'll be able to recover in time to punish your jumping opponent.

One of the best ways for someone to get past your zoning game is to Focus absorb long distance fireballs and then forward dash to cover ground. Good players will use this in conjunction with neutral jumps to make you think twice about how you throw out your fireballs. But, as with all Focus absorption tactics, it leaves them vulnerable to taking bonus damage from attacks. Use the threat of your crouching MK poke defensively in these situations.

For example, throw out LP Hadoken then move forward while paying attention to your opponent. If you see the Focus flash from the other character, stick out your crouching MK to stuff their dash and deter them from moving any closer. Alternatively, you can make a read and use EX Hadoken at a closer-than-full-screen's distance away to punish any Focus absorbs attempts.

Against characters with explicit anti-fireball moves, such as Blanka's EX Rolling Attack and Cammy's EX Spiral Arrow, you'll have to be even more attentive and careful with your projectiles. Some of these moves can be baited out and punished on recovery (like Spiral Arrow), and some can be stuffed preemptively (like Rolling Attack). Since many of these moves tend to be EX moves, you may have to make a conscious decision to purposely allow the opponent to use up their meter to punish you, giving you some leeway at the cost of some health.

Against other projectile characters, the long-range game becomes a game of patience and wits. Since there are so many variables and ways around projectiles in these scenarios, keeping track of your opponent's reactions and habits is vital to landing the openings you're looking for. Don't be afraid to be aggressive with Hadokens, as the main objective is to gain momentum and close distance. Use meter for EX Hadoken if you recognize a pattern in your opponent's fireball game. Making a good EX Hadoken read provides a soft knockdown on hit, giving you a strong upper hand. On block, it still provides a good advantage as Ryu recovers almost instantly while the opponent is put into two hits of blockstun. Also, Ryu can punch the recovery on most projectiles (basically anything but a Sonic Boom), with a reactionary Shinku Hadoken or Metsu Hadoken (see Super description and Ultra I description for details). Projectile zoning wars almost always become a game of chicken; whoever guesses wrong and jumps into an anti-air first usually loses.

Don't forget that one of the best outcomes for your fireballs is having it simply blocked. This gives you frame advantage for you to walk or dash forward, some chip damage, and most importantly tells you that your opponent is scared or unsure of your fireball patterns.

Keeping all of these aspects of zoning in mind while trying to back your opponent into the corner will give you the biggest advantage you can have as a Ryu player: the mid-range corner lockdown.

MID-RANGE

Much of Ryu's mid-range strength lies in his crouching MK into Hadoken pressure. Although simple, repeatedly using this block string can be extremely frustrating for an opponent who doesn't have a good answer for it, forcing them to make a costly mistake. Astute opponents may catch on to this strategy and counter this in a couple of different ways. One is backing away from your crouching MK range and counter-poking its recovery with a quick, far-reaching attack. For some characters, this is an extremely difficult counter-measure to execute. For example, Dudley does not have a particularly fast low attack, so the Dudley player must be really focused on your one tactic to be able to whiff punish you. This gives you a bit more freedom in mid-range. While the opponent is focused on dealing with your simple crouching MK tactics, you can then start poking with out-of-range HP Hadokens which are impossible to react to.

Other characters, such as Ken and Akuma, may have an easier time dealing with your crouching MK with a crouching MK or crouching HK of their own. Against these types of characters, you'll have to play a true footsie game and start employing good back-and-forth movement in conjunction with your crouching MK and fireball pokes. This, like the projectile wars mentioned in the Long Range section, is a skill and reaction-based set of mind games that goes beyond general strategy. Think of it as playing poker, except with reaction times involved. You need to be able to read your opponent's subtle movements as well as their reactions to everything you do at this point and adjust your gameplay accordingly. A technique you can include in mid-range footsies is a standing LK feint into whiff punish crouching MK or crouching HK. Try to stand just slightly inside the reach of your opponent's farthest-reaching low attack, giving the illusion of vulnerability, then perform standing LK. If timed correctly, Ryu's front leg will rise over your opponent's crouching attack, and then you'll recover in time to whiff punish their poke. This is a bit of an advanced technique, but it's one worth mentioning in the context of Ryu's footsie game.

Another way your opponent may choose to deal with your crouching MK into Hadoken string will be by Focus attack fishing. Some players will choose to circumvent the footsie game by attempting to Focus charge to Level 2, hoping you do a crouching MK into it, and then releasing the charge to punish your Hadoken. Dealing with this simply involves canceling your crouching MK with LP Dragon Punch. It sounds easier than it actually is, since you need to be ready to execute the ↙↓ motion instead of the ↓↘ motion. Or, if your opponent is making their Focus fishing attempts obvious, you can choose to use Solar Plexus Strike in place of your ranged crouching MK attacks. ←↘ + HP is safe on block and goes into a damaging combo from an easy hit-check (see Combo IV).

Characters with fast forward dashes have another option to deal with your crouching MK into Hadoken block string: a quick Focus absorb → forward dash between your crouching MK and Hadoken gives them a decent window to actually punish the recovery of your Hadoken. Be wary of this and take note of your opponent's capability to do this, since it can instantly change the momentum in the enemy's favor. To prevent this, don't cancel max range crouching MK.

Only cancel it within close range so CR. MK ▷ ↻ + HP is a true block string. This will also prevent your opponents from blowing through your Hadoken by using invincible attacks, like Ultras, after they block crouching MK.

Getting your opponent to the corner is one of the most powerful Ryu strategies, for all of these reasons. Ryu's crouching MK mid-range game against a cornered opponent practically removes all of the above counter-play strategies against it, forcing them into making highly unfavorable and risky attempts of escaping. A cornered opponent also opens up new combos for you such as EX Hadoken into Ultra I, which can be easily confirmed after a crouching MK hit. Using the crouching MK strategy and counter-strategies may seem easy on paper, but the most difficult part about this is being ready for unexpected attacks.

Being ready to use the proper anti-air at mid-to-far range is key in maintaining a life and momentum lead as Ryu. As a guideline: use deep, low-to-the-ground MP/HP Shoryukens for jump-ins directed at you from a 45-degree angle, use LP Shoryuken or CR. HP for jump-ins that may go over and cross you up (and only if you have enough time to execute it), and use ST. HK for jump-ins that are further than Dragon Punch range. Lastly, one of the most difficult anti-air techniques to master is the cross-up auto-correct Dragon Punch. This one is tricky and requires good timing to get right, but it's important to learn for punishing characters who like to cross you up in the neutral game. The execution input is →, ↘, ↓, ↙ + MP or HP. Time the sequence so that when the opponent is just crossing up your character's body you roll the joystick or D-pad to the ↓ position and then to the ↙ + P position. By executing it this way, you technically input →, ↓, ↘ + P, as the opponent changed your position for you.

CLOSE RANGE

What makes Ryu's close-range game strong is the cohesiveness and intuitiveness of all of his crouching attacks. You can always net some kind of combo from any of his light attacks. His CR. LP is a 3-frame attack with frame advantage and is easily linked into CR. MP, CR. HP, and CR. MK. Use Combo I as a starting point for your close-range offense. On blocked CR. LP attacks, you can branch off to other offensive options such as a kara throw, a Collarbone Breaker overhead, a counter-hit CR. MP (see Combo II), a tech-bait EX Hurricane Kick, or a safe blockstring sequence like CR. LP, CR. HP ▷ ↻ + HP to push yourself safely to mid-range.

If you want to keep momentum and set up a mix-up, you can opt to finish Combo I with CR. HK for a hard knockdown. Otherwise, you can go for bigger damage by linking CR. LP into CR. HP ▷ (↯ + HP or ↺ + HK). An interesting aspect to ending Ryu's combos with CR. HK is that his sweep automatically sets him up for a safe-jump setup. You simply hold ↶ after connecting a sweep and any attack you land on the opponent with will be safe from 4-frame reversals provided you block when you land. This also sets you up for easy backdash-punishing option selects.

For instance, perform Combo I against Guile ending with CR. HK, hold ↶, then perform air HK into CR. HK during your descent while holding down-back. If you time the two HK inputs correctly, you get one of three outcomes, all of which are favorable to you: 1) You'll make Guile block and get a huge frame advantage from the jumping HK; the hitstop from jumping HK getting blocked eats up your CR. HK input. 2) You'll punish Guile's backdash with a sweep, since his invulnerability frames forced you to whiff the jumping HK, so there was no hitstop to mask the CR. HK input. 3) You'll land and block his Flash Kick reversal attempt, since you recovered in time from your jumping HK while your CR. HK input "happens" after you've blocked the Flash Kick. Note that the following characters have offset wakeup timings that will cause Ryu's jumping attack to whiff: Blanka, Cammy, Decapre, and Sagat.

While Ryu doesn't possess a strong vortex game, he does have some simple-but-effective mix-ups off of his throws. Both forward and back throw give you enough time to set up a cross-up or non-cross-up jumping attack, depending on your jump positioning and timing (see Ryu's Throws section). Timing your jump later and at a further distance with a jumping HP will get you to hit on the front followed by a combo of your choice (see Combo IX for a sample optimal damage combo). Timing your jump earlier and at a closer distance to your opponent will get you a cross-up into a combo. Practice your jump timings and spacing to make your mix-ups as ambiguous as possible, and remember, the best mix-ups are the ones that even you aren't sure how to block.

Defensively, Ryu has plenty of strong tools. To relieve close-range attack pressure on wakeup or recovery, you can safely MP Dragon Punch ▷ FADC backdash (or Focus Attack, release Level 1, backdash on a confirmed block) if you have the meter. Otherwise, you can wake up with a backdash or 3-frame crouching LP (see Combo V). In certain circumstances, it's sometimes worth it to wake up with a raw LP Dragon Punch or even HP Dragon Punch. A good example of this is if your life lead is significant against a character with not-so-damaging punish combos (such as M. Bison and Guile).

Since Ryu's crouching MP is a 4-frame attack with frame advantage, it's usually best to tech throws with a CR. LP + LK + MP input. This covers low dive kick attempts, provides a fast and active attack, and techs throws.

Combos

I. CR. LK ▷ CR. LP, then finish with either:

CR. MP, CR. HK
161 damage, 238 stun
CR. HP ▷ ↯ + HP
234 damage, 400 stun
CR. HP ▷ ↺ + HK
206 damage, 400 stun

This is your standard low-hitting hit-check combo that leads into a hard knockdown. You can go into several variations after CR. LP, depending on the circumstance. If you need raw damage, end the combo with CR. HP ▷ ↯ + HP instead of CR. MP, CR. HK. If you need to push the opponent closer to the corner, use CR. HP ▷ ↺ + HK instead.

Execute CR. LK with an input of CR. LP + LK to give yourself some safety against pre-emptive throws. CR. MP into CR. HK is a 1-frame link, so practice using a plink of CR. HK ~ MK to make hitting the sweep easier. For option select purposes against backdashes, you can input CR. LP as CR. LP + HK. This will replace crouching LP with a crouching HK if the opponent backdashes away from your initial CR. LK. You can combine both option selects with a hit-confirm opening of CR. LP + LK ▷ CR. LP + HK.

II. CR. MP, CR. MP, CR. MK then cancel into either:

↓↘ + P P
238 damage, 350 stun
↺ + HK
252 damage, 420 stun

Use this combo off of point-blank counter-hit CR.MP. You'll most likely land these hits as a counter to a defender's crouching option select, so ending the combo with EX Hadoken will net you the most damage. If you recognize that the opponent was hit standing, you can opt to end with HK Hurricane Kick to save yourself meter.

III. CR. MP, CR. HP then cancel into either:

↺ + HK
246 damage, 460 stun
↙ + HP
278 damage, 460 stun

A highly damaging combo used as a punisher. You can use this in place of Combo II if your reactions are fast enough to hit-check the CR.MP, but it's quite difficult. To make it safe on block, instead of ending with ↺ + HK, end with ↓↘ + HP.

IV. → + HP, CR. HP ▷ ↙ + HP

318 damage, 460 stun

An even more damaging punish combo. Use this to punish whiffed reversal anti-airs or blocked Ultras. You can also use → + HP as a close-to-mid range engage tool. The hitstun from → + HP is long enough for you to hit-check easily into either CR. HP ▷ ↙ + HP at close range, or simply ↙ + HP further out.

Solar Plexus Strike into crouching HP is a 1-frame link, but you can make this link relatively easy by using a 3-input plink. Plink using an input of CR. HP ~ MP ~ LP. Since all 3 of Ryu's crouching punch attacks are 4 frames or fewer, you essentially make a 1-frame link into a 3-frame link.

This combo is also your primary follow-up to a successful Focus crumple.

V. CR. LP ▷ CR. LP ▷ CR. LP, ↙ + HP

196 damage, 280 stun

A situational combo used mainly after defensive CR.LP chains. The jabs are all chained together, and the Dragon Punch is linked off the advantage of the final jab.

VI. Air ↺ + HK, ↓↘ + HP

390 damage, 100 stun

This is Ryu's most damaging follow-up to a cross-up air Hurricane Kick. You can either have the air HK Hurricane Kick hit from the front or from behind while still being able to combo into Super. The timing and distance can be tricky for the air Hurricane Kick. To practice this in training mode, start by hitting a max range CR. HK versus a mid-screen opponent. Then, jump forward and execute ↺ + HK slightly after the apex of your jump. If done correctly, Ryu will get a slight boost forward, crossing up the enemy while his air Hurricane Kick's backwards hitbox hits them. This works on both standing and crouching characters.

To use this technique as a long-range frontal attack, time the air HK Hurricane Kick a tiny bit earlier than you would for the cross-up attack. This propels Ryu even further forward while causing his Hurricane Kick to connect versus an almost full-screen opponent.

VII. CR. MK ▷ ↓↘ + P P ▷ FADC, ↓↘ + P P P

393 damage, 200 stun

You will usually have access to this combo late in a round, as it costs an Ultra and three stocks of meter. This is used as a high-damage mid-range footsie-whiff punisher. It can also be used as a hit-check that costs at least one bar of meter, as it's possible to FADC on reaction to the CR.MK hit. If they block the poke into EX Hadoken, don't waste meter on the FADC.

VIII. CR. MK ▷ ↓↘ + HP ▷ FADC, CR. MK ▷ ↺ + HK

262 damage, 420 stun
CR. HK
202 damage, 280 stun

This is a mid-range hit-check combo used to gain momentum while outputting decent damage. Since Ryu's strength lies at mid-range, this is one of his most important hit-check tools. On standing hit, follow through with FADC, CR.MK ▷ ↺ + HK. On crouching hit or at a range where ↺ + HK will not combo, follow through with FADC into CR. HK to score a hard knockdown.

IX. Near corner, jumping HP, CR. HP ▷ ↓↘ + HP ▷ FADC, CR. HP ▷ ↺ + K K, then finish with either:

↓↘ ↓↘ + P P P
552 damage, 740 stun
↙ + MP
430 damage, 765 stun

A sample optimal damage corner combo using three stocks of meter and Ultra I. You may opt to end the combo with MP Dragon Punch instead of Ultra I.

X. Anti-air ↙ + LP, then follow up with either:

↓↘ ↓↘ + LP, ↓↘ ↓↘ + P P P
483 damage, 100 stun
↓↘ ↓↘ + P P P
368 damage, 100 stun

This is your most powerful anti-air combo, but it uses all of your resources. Use this to finish off a round or a match against opponents who make the mistake of attempting to jump over or into range of your LP Dragon Punch. Note that linking Ultra I from your Super only works if the opponent is higher up from the ground (or against the corner).

You may also skip the Super portion of the combo and go straight into Ultra I from the LP Dragon Punch for less damage, but at no cost of meter.

XI. CR. LP, CR. HP ▷ ↺ + LK, ↙ + MP

235 damage, 445 stun

This is a corner-specific combo which costs no resources. While the LK Hurricane Kick into MP Dragon Punch ender does less damage than HP Dragon Punch, it nets you more meter.

XII. Counter-hit ↓↘ + P P, then follow up with either:

↓↘ ↓↘ + K K K
516 damage, 113 stun
CR. HK
203 damage, 213 stun
↺ + HK
233 damage, 313 stun

One of the most practical ways of landing Ryu's Metsu Shoryuken Ultra since a counter-hit EX Hadoken puts the opponent into a free juggle state. Off of a point-blank counter-hit EX Hadoken, go straight into buffering ↓↘ ↓↘ + K K K.

You can also juggle the EX Hadoken into HK Hurricane Kick or crouching HK.

XIII. CL. HK, ↙ + HP

270 damage, 400 stun

Close HK allows for some frame trap opportunities while being +3 on hit, enough to link into HP Dragon Punch. This combo works on the following crouching characters: Abel, Akuma, Blanka, C. Viper, Chun-Li, Dan, Decapre, Dee Jay, Dhalsim, E. Honda, Evil Ryu, Fei Long, Gouken, Guy, Hugo, Ibuki, Juri, Ken, M. Bison, Makoto, Oni, Rose, Rufus, Ryu, Sakura, T. Hawk, Vega, and Zangief.

SAGAT

First appearance: *Street Fighter* (1987)

Data

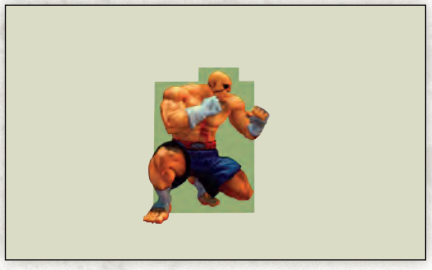
STAT	VALUE	RANK
Vitality	1050	A
Stun Threshold	1000	B
Forward Walk Distance per Frame	0.024	D
Backward Walk Distance per Frame	0.02	D
Dash Duration in Frames	18	B
Dash Distance	1.1047	C
Backdash Duration in Frames	8 invincible, 15 airborne, 6 recovery (29 total)	D-
Backdash Distance	0.98341	C
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.925	B
Wakeup	1	—

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	3
RECOVERY	4
ON HIT	+7
ON BLOCK	+4
CANCEL	SU, SP

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	85
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	11
ON HIT	+2
ON BLOCK	-1
CANCEL	SU, SP

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	15
ON HIT	+4
ON BLOCK	+0
CANCEL	—

NOTES —

LK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	20, 30
STUN	30, 20
STARTUP	4
ACTIVE	1, 3
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	SU, SP

NOTES Both hits are cancelable

MK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 60
STUN	50, 50
STARTUP	7
ACTIVE	2, 2
RECOVERY	12
ON HIT	+2
ON BLOCK	+0
CANCEL	SU, SP

NOTES Only 1st hit is cancelable

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 40
STUN	100, 100
STARTUP	5
ACTIVE	2, 3
RECOVERY	18
ON HIT	+1
ON BLOCK	-3
CANCEL	SU, SP

NOTES Forces standing, only 1st hit is cancelable

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10
ACTIVE	4
RECOVERY	9
ON HIT	+4
ON BLOCK	+1
CANCEL	—

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	15
ON HIT	+4
ON BLOCK	+0
CANCEL	—

NOTES —

LK



HITS	2
BLOCK LEVEL	HL
DAMAGE	20, 30
STUN	30, 20
STARTUP	5
ACTIVE	1, 3
RECOVERY	9
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES Only 1st hit is cancelable

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	9
ACTIVE	3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 40
STUN	100, 100
STARTUP	5
ACTIVE	2, 3
RECOVERY	18
ON HIT	+1
ON BLOCK	-3
CANCEL	SU

NOTES Forces standing , only 1st hit is cancelable

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	10
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	15
ON HIT	+4
ON BLOCK	+0
CANCEL	—

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	5
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	65
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	15
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	100
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	21
ON HIT	—
ON BLOCK	-6
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	12
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~16f lower body invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	4
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body invincibility

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	7
ACTIVE	5
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body invincibility

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	140
STUN	200
STARTUP	7
ACTIVE	7
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	5
ACTIVE	6
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	130
STUN	200
STARTUP	7
ACTIVE	6
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	7
ACTIVE	7
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	11
ACTIVE	10
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~20f lower body invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	7
ACTIVE	5
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	7
ACTIVE	7
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	11
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~17f lower body invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	7
ACTIVE	4
RECOREVRY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body invincibility

NORMAL THROWS

With a slightly-below-average range, Sagat's throws aren't particularly impressive, but they are an important part of his defense. His forward throw can be used to set up a little bit of offense, while his back throw is mainly used to chuck the opponent full screen to continue a full-screen zoning game. Both throws are effective whether you want to engage into mid-range or if you want to chip at your enemy from farther away. Forward throw gives you more advantage, allowing you to dash or kara-Tiger Knee into mid-range before tossing out a meaty LK or LP Tiger Shot. Back throw only gives you enough advantage to perform a single dash into a force-blocked Tiger Shot.



Tiger Rage LP + LK

DAMAGE	140
STUN	160
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.946

Tiger Carry ← + LP + LK

DAMAGE	140
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.946

While not the most impressive offensive maneuver, Sagat can set up a safe jump in the corner off of forward throw: input →, →, ←, ←, then perform jumping HK on your downed opponent. This is safe against 5-frame reversal characters. Note that this setup will cause you to cross-up some characters, so use jumping LK instead against these characters.

FOCUS ATTACKS

Sagat's Focus Attack is a close-to-mid range knee strike with some unique properties. On release, Sagat raises his forward leg to strike around the opponent's mid-section, making it less vulnerable to long-range low attacks. At the same time, however, the hitbox of the strike is relatively high for a Focus Attack, so it has the possibility of whiffing over low hurtboxes, like Elena's. Because of this, timing of the release is more important with Sagat's Focus Attack than for most other characters. You want to release it to punish the recovery of an opponent's attack, but you also want to make sure that there's a tall enough hurtbox there to punish.

Although the release itself is awkward to use, Sagat's forward dash is quick, allowing you opportunities to Focus absorb and dash through attacks into a crouching LP punish.

His Red Focus Attack doesn't have many uses. Although not too useful, you can use it after a close CR.MK ▷ ↻ + K hit-check to combo into a full Ultra I or II. Otherwise, it's recommended you save your Super Gauge stocks for normal FADC combos.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

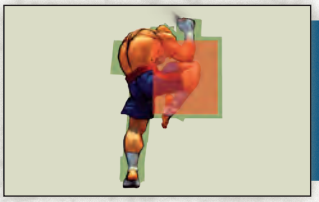
HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Heavy Tiger Elbow → + HP



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	150
STARTUP	20
ACTIVE	5
RECOVERY	16
ON HIT	+2 (+1)
ON BLOCK	-3
CANCEL	–

NOTES Less frame advantage on crouching opponent

Low Step Kick → + LK



HITS	1
BLOCK LEVEL	L
DAMAGE	50
STUN	50
STARTUP	16
ACTIVE	3
RECOVERY	16
ON HIT	+3
ON BLOCK	-1
CANCEL	–

NOTES Forces standing, 15~16f kara cancel to specials and Supers

High Step Kick → + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	200
STARTUP	13
ACTIVE	3
RECOVERY	16
ON HIT	+3
ON BLOCK	-1
CANCEL	–

NOTES Puts airborne opponent in limited juggle state, juggle potential 1, whiffs on crouching opponents, 2~9f kara cancel to specials and Supers

Fake Kick During HK startup, HK



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	17
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Must press HK during startup frames 3~5

Heavy Tiger Elbow: This ground-based overhead elbow attack is one of the slower overheads in the game. What it lacks in speed, it makes up for with surprising range. It conveniently reaches as far as Sagat's crouching MK, making it a powerful tool in his close-to-mid range pressure game. The best situation to use this attack is a follow-up after a knockdown, such as after landing a Tiger Uppercut anti-air or after a throw.

Low Step Kick: Sagat lunges forward, delivering a Muay Thai leg kick. This attack serves two functions. Most directly, as a surprise attack leaving you next to your opponent. It's +3 on hit and -1 on block, making it safe on block and comboable into crouching LP on hit (see Combo X). Use this at just a little bit past crouching MK range to open up an opponent who's playing footsies and not blocking low.

The other purpose of this move is to enhance your special moves with a range boost using the kara cancel technique. Although you can kara cancel Low Step Kick into Tiger Uppercut, kara Tiger Uppercuts are best preceded with High Step Kick due to its speed.

There are a couple of ways you can go about kara canceling Low Step Kick into a Tiger Shot. You can input the motions separately: → + LK, ↻ + P / K, which can lead to accidentally kara canceling the step kick into Tiger Uppercut or Tiger Knee Crush. Or, you can use the input of ↻ + LK~delayed P / K. The former method lets you kara your Tiger Shots any time while the latter method only works if there's already a Tiger Shot present on the screen the moment you input ↻ + LK. Basically, you want to input ↻ + LK right before the Tiger Shot you previously threw is about to connect with an opponent or is about to leave the screen, then simply follow it with another P or K input, which will automatically give you your next Tiger Shot. While playing Sagat, you'll need to master these kara techniques to maximize your zoning and fireball pressure potential.

High Step Kick: Sagat takes a large step forward and delivers a devastating anti-air high kick. Use this to add damage to your juggle combos and as a preemptive, distanced anti-air. It can also be used as a ground-based movement tool as a way to get next to your opponent from around crouching MK range. Since it whiffs on most grounded characters, High Step Kick can be used to bait out your opponent's attacks. Some players will react by trying to punish Sagat's High Step Kick as he is recovering right next to their character, so you can use this as an opportunity to counter-hit them with crouching LP, or even an invulnerable Tiger Uppercut if you make a good read.

Like Low Step Kick, High Step Kick can be kara-canceled into Tiger Shots to give you some ground coverage while you throw out your fireballs. However, since High Step Kick must be kara-canceled much faster than Low Step Kick, it's almost impossible and not recommended to try to kara cancel this move by itself. As explained in the Low Step Kick section, kara-canceling a raw → + HK motion into ↓ + P / K will almost always cause you to perform an unwanted ↓ move. It's best to use the second kara-canceling method—at the moment right before a Tiger Shot leaves the screen or connects with the opponent, input ↓ + HK ~ P / K.

One of the most important facets of the High Step Kick is its use in kara-canceling Tiger Uppercuts. You gain a large distance boost in a short amount of time, making this technique powerful in many situations. You can use High Step Kick kara-canceled into Tiger Uppercut to punish jump-ins that are just beyond your normal Tiger Uppercut range, or as a quick anti-projectile punisher. For instance, against a Ryu player whose fireball patterns you've recognized and have a good read on, you could go for a preemptive High Step Kick ~ Tiger Uppercut to blow through the Hadoken. You can punish and surprise many of your opponents this way thanks to the sudden range increase and the large amount of invulnerability frames of your Tiger Uppercut. The kara input for this is simply → + HK quickly followed by ↓ + HP.

Fake Kick: Sagat performs half of his standing HK, faking out his opponent. This move doesn't serve much of a purpose, since there are much more effective fake-out moves. For the most part, you want to use moves that look like Tiger Shots, so using whiffed standing LP and crouching LP will suit you better for jump-baiting purposes.

SPECIAL MOVES

High Tiger Shot ↓ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	11
ACTIVE	—
RECOVERY	32
ON HIT	-1
ON BLOCK	-5
CANCEL	SU

NOTES Whiffs on crouching opponent



EX High Tiger Shot ↓ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 50
STUN	50, 50
STARTUP	11
ACTIVE	—
RECOVERY	29
ON HIT	—
ON BLOCK	+1
CANCEL	SU

NOTES Puts opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2



Low Tiger Shot ↓ + K

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	12
ACTIVE	—
RECOVERY	34
ON HIT	-3
ON BLOCK	-7
CANCEL	SU

NOTES —



EX Low Tiger Shot ↓ + K K

HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 50
STUN	50, 50
STARTUP	12
ACTIVE	—
RECOVERY	34
ON HIT	—
ON BLOCK	-4
CANCEL	SU

NOTES Puts opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2



High Tiger Shot: Sagat fires a high-altitude projectile from his fists, which travels across the screen, covering the opponent's jump space. High Tiger Shot is an invaluable piece of Sagat's complex zoning game, giving him the unique trait of being able to limit his enemy's air movements from full screen. It's used to slow down the opponent from gaining ground on Sagat, since it forces characters to either crouch under the high fireball or risk jumping into it and getting hit out of the air.

While Low Tiger Shots are your primary source of chip damage, it's important to mix High Tiger Shots into your long-range zoning. Combined with Low Tiger Shots, usage of High Tiger Shots gives you match tempo by keeping your opponent moving and guessing while giving you important information about their habits. Additionally, High Tiger Shot recovers a little bit faster than Low Tiger Shot, giving you extra frame advantage. Generally speaking, High Tiger Shots are best used at 75-100% screen distance, to cover both the enemy's jump ascent and descent.

The different punch versions vary in the projectile's travel speed, with LP being the slowest and HP the fastest. Use LP High Tiger Shot as a preemptive read to a full-screen jump, or as a slow-moving threat, to give you room to move in closer. Use HP High Tiger Shot to keep your opponent's reactions in check. HP High Tiger Shots are great for nailing badly timed jumps. EX High Tiger Shot is a two-hit fast-moving projectile that causes knockdown. It won't see much use over EX Low Tiger Shot, since EX Low Tiger Shot does everything the high one does, but better.

High Tiger Shots are vital in certain match-ups. Some characters have abilities they rely on which are meant to bypass mid- and low-altitude projectiles (such as E. Honda's Head Butt and Ryu's Hurricane Kick); High Tiger Shots straight up beat these moves.

Full-screen anti-air High Tiger Shots that you can get your opponents to land on also lead to high damage (for low risk) juggle combos. See Combo V for details.

Low Tiger Shot: Sagat crouches down to a low profile and shoots a low-altitude fireball across the screen. This will be your main weapon of choice for most mid-screen, hit-check, and combo situations. Use this as you would any other projectile, to chip away at your opponent and to force out mistakes.

As with High Tiger Shot, the three normal versions of the fireball determine the projectile speed. Use the LK version for frame and screen presence advantage and the HK version to keep the opponent on their toes.

At long range, mix up and use all three versions of this move liberally, while mixing in a High Tiger Shot here and there. At mid-range, use max distance CR. MK ▷ ↓ + K to push back and keep your opponent at bay. Past crouching MK range, use HK Low Tiger Shot as a fast and long-range footsie poke. At closer distances, you'll want to use Low Tiger Shot at the end of your defensive block strings and as a safe crouching LP cancel tool. CR. LP ▷ ↓ + K is an excellent 3-frame sequence that combos and pushes your opponent back out to mid-range.

The EX version hits twice and has juggle and soft knockdown properties. It's also the fastest version, in both start-up and recovery. Use EX Low Tiger Shot as a juggle off of your anti-air LP High Tiger Shot, as an initiator for your Ultra combos, and to gain momentum in projectile wars.



LP Tiger Uppercut

↙ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (130)
STUN	200 (100)
STARTUP	5
ACTIVE	8
RECOVERY	28+16 ON GROUND
ON HIT	–
ON BLOCK	-35
CANCEL	SU

NOTES 1~5f invincible, 6~7f unthrowable, damage and stun changes on 3rd active frame, 8~40f airborne, puts opponent in limited juggle state, on counter hit puts opponent in free juggle state

MP Tiger Uppercut

↙ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (140)
STUN	200 (100)
STARTUP	5
ACTIVE	10
RECOVERY	28+16 ON GROUND
ON HIT	–
ON BLOCK	-37
CANCEL	SU

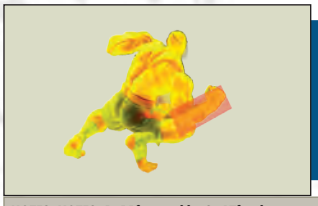
NOTES 1~5f invincible, 6~7f unthrowable, damage and stun changes on 3rd active frame, 8~42f airborne, puts opponent in limited juggle state, on counter hit puts opponent in free juggle state

HP Tiger Uppercut

↙ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (160)
STUN	200 (100)
STARTUP	5
ACTIVE	12
RECOVERY	27+16 ON GROUND
ON HIT	–
ON BLOCK	-38
CANCEL	SU

NOTES 1~5f invincible, 6~7f unthrowable, damage and stun changes on 3rd active frame, 8~43f airborne, puts opponent in limited juggle state, on counter hit puts opponent in free juggle state





NOTES NOTES 1~11f invincible, 9~47f airborne, puts opponent into limited juggle state, hits 2~4 have sequential juggle potential: 2nd hit juggle potential 1, 3rd hit juggle potential 2, etc.

EX Tiger Uppercut ↙ + P P

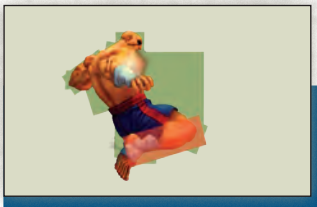
HITS	5
BLOCK LEVEL	HL
DAMAGE	120, 20X4
STUN	150, 20X4
STARTUP	5
ACTIVE	5, 2, 2, 2, 2
RECOVERY	30+17 ON GROUND
ON HIT	–
ON BLOCK	-32
CANCEL	SU

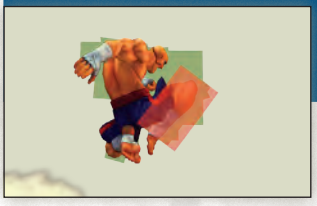
Tiger Uppercut: Tiger Uppercut is Sagat's classic reversal anti-air. It possesses everything you'd expect from an anti-air, with invulnerability, quick startup, and vertical range. The twist is that its damage is directly correlated to the height of its impact. On a deep hit, where Sagat's fist is close to the ground, all versions of Tiger Uppercut do 120 damage. If the uppercut connects any higher than that (where Sagat's fist is about shoulder level), Tiger Uppercut does bonus damage, with LP version at 130, MP version at 140, and HP version at 160.

The three normal Tiger Uppercut variants possess the same amount of invulnerability. The key differences between them are their horizontal and vertical range. This plays an important part in choosing which version to use in situations. Generally, you'll use LP Tiger Uppercut to cover jump-in attacks that are close to Sagat's head area or are about to cross you up. You'll use HP Tiger Uppercut for jump-in attacks that are a little further away. HP Tiger Uppercut is also what you'll use in ground combos, thanks to its extended horizontal reach.

If a jumping attack trades with Tiger Uppercut, Sagat flips out of the air but recovers in time to follow up with → + HK. If you can afford the life trade, you can purposely execute an earlier-than-usual Tiger Uppercut against a jump-in attack, giving you the bonus height damage while also giving you an opening for a meterless combo of High Step Kick into Ultra!

EX Tiger Uppercut is a multi-hitting anti-air that launches the opponent high into the sky. It boasts a massive amount of invulnerability frames, making it the anti-air of choice for beating out highly active air attacks (like Akuma's air Hadoken and Rufus's EX Messiah Kick). It also allows juggles into Ultra combos, due to how high it launches the opponent (see Combo IX).





LK Tiger Knee Crush

↙ + LK

HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 30
STUN	100, 100
STARTUP	7
ACTIVE	12
RECOVERY	3+13 ON GROUND
ON HIT	–
ON BLOCK	-10
CANCEL	SU

NOTES Soft knockdown, 10~21f airborne, 2nd hit juggle potential 1

MK Tiger Knee Crush

↙ + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	100, 40
STUN	100, 100
STARTUP	7
ACTIVE	2, 14
RECOVERY	3+14 ON GROUND
ON HIT	–
ON BLOCK	-13
CANCEL	SU

NOTES Soft knockdown, 10~25f airborne, 2nd hit juggle potential 1

HK Tiger Knee Crush

↙ + HK

HITS	2
BLOCK LEVEL	HL
DAMAGE	110, 50
STUN	100, 100
STARTUP	7
ACTIVE	2, 12
RECOVERY	8+16 ON GROUND
ON HIT	–
ON BLOCK	-17
CANCEL	SU

NOTES Soft knockdown, 10~28f airborne, 2nd hit juggle potential 1

Tiger Knee Crush: Typically shortened to "Tiger Knee," and the namesake for the motion behind moves like Cammy's Hooligan Combination and Fei Long's Rekkukyaku, this special move is ironically performed with a ↙ motion now. Sagat launches himself forward, landing on his opponent with a knee strike. Tiger Knee Crush is a two-hit attack; the first hit is grounded and early, while the second hit lands while Sagat's airborne. It's possible, but not meter-efficient at all, to cancel the grounded first hit into a Red Focus Attack for a crumple.

In combos, Tiger Knee Crush is the most damaging and efficient ender barring use of meter. HK Tiger Knee Crush does a whopping 160 damage, carries the opponent a good distance towards the corner, and leaves Sagat at enough of an advantage to set up either a → + HP overhead or CR. MK attack string. Additionally, the second hit of Tiger Knee Crush has juggle potential, allowing you some extra damage off of High Step Kick or Tiger Uppercut hits.

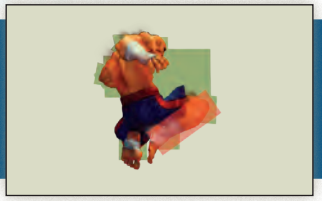
Tiger Knees are very unsafe when blocked up close. Use Tiger Knees in guaranteed combos, such as a whiffed anti-air punish of CR. MP ▷ ↙ + HK, or as a mid-range pressure tool.

In certain situations, the LK and MK versions can leave Sagat at neutral or even with a 1-frame advantage. To position yourself for this, learn to use LK/MK Tiger Knees at a distance against crouching opponents. The objective is to get the Tiger Knee to make contact as late as possible during Sagat's descent. At a distance, you can use well-timed CR. MK ▷ ↙ + MK as a mid-range engagement tool. Up close, the best way to time these Tiger Knees is by using set block strings that automatically put you at a good distance, such as CR. LK, CR. LK, CR. LP, ST. LK (one hit) ▷ ↙ + LK. Note that characters with large crouching hurtboxes will reduce your Tiger Knee advantage and be able to punish you, such as Zangief (who can punish with LP Spinning Pile Driver).

The EX version of Tiger Knee launches Sagat forward a half screen's distance while hitting multiple times. It leaves Sagat at +/-0 on block, making it his best engagement move. EX Tiger Knee is an excellent move to throw out for its surprise factor against an impatient opponent who's walking towards you aggressively. For example, as you're getting cornered versus an oppressive enemy, throwing out EX Tiger Knee at the cost of only one stock of meter rewards you some breathing room while leaving you safe.







EX Tiger Knee Crush ↓↘→ + K K

HITS	3
BLOCK LEVEL	HL
DAMAGE	100, 40, 40
STUN	100, 50, 50
STARTUP	7
ACTIVE	3, 6, 6
RECOVERY	3+10 ON GROUND
ON HIT	–
ON BLOCK	-1
CANCEL	SU

NOTES Soft knockdown, 10~24f airborne, 2nd and 3rd hit juggle potential 1, puts opponent in limited juggle state

Angry Charge ↓↓ + K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	1+0
ACTIVE	–
RECOVERY	13
ON HIT	–
ON BLOCK	–
CANCEL	–

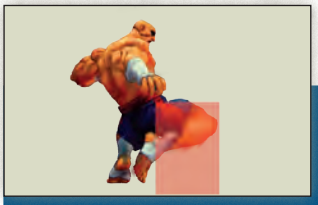
NOTES Makes next Tiger Uppercut armor break, have juggle potential 1, and deal additional damage. LP version gains 30, MP gains 50, HP gains 60, and EX gains 50

Angry Charge: At the cost of one stock of meter, Angry Charge is a unique special move in that its only effect is powering up Sagat's next Tiger Uppercut. The next Tiger Uppercut performed will have juggle potential (on the "second" hit, the rising portion), armor-breaking properties, and a significant damage boost.

This move isn't the easiest to implement into your strategy, but it does have a place in it. The best time to charge up your Tiger Uppercut is at long to full-screen range, while you're at a life and meter advantage. This will deter opponents from jumping in, in fear of your potential instant 180 anti-air damage, giving you a large edge in your zoning game.

Another interesting property with Angry Charge is its screen freeze effect. For the cost of just one stock of meter, you can freeze time for a split second, allowing you to assess a situation on demand. For example, you can whiff standing LP (as a Tiger Shot fakeout), then go into Angry Charge freeze. This will give you plenty of time to decide what to do next. If the opponent jumped toward you on reaction to your standing LP fake, you can easily recognize it and land a 180-damage Tiger Uppercut thanks to the extra time from the screen freeze. Just don't use Angry Charge up close, since it's easily punishable on recovery. As a juggle, you can use an empowered Tiger Uppercut to follow up an anti-air →+HK for heavy bonus damage.

SUPER & ULTRA COMBOS





LK Tiger Genocide ↓↓ + LK

HITS	7
BLOCK LEVEL	HL
DAMAGE	50X7
STUN	0
STARTUP	1+0
ACTIVE	3 (1) 3 (2) 3 (16) 2 (1) 3 (1) 2 (1) 2
RECOVERY	43+14 ON GROUND
ON HIT	–
ON BLOCK	-38

NOTES 1~2f invincible, hard knockdown, full juggle potential

MK Tiger Genocide ↓↓ + MK

HITS	7
BLOCK LEVEL	HL
DAMAGE	50X7
STUN	0
STARTUP	1+1
ACTIVE	3 (1) 3 (2) 3 (16) 2 (1) 3 (1) 2 (1) 2
RECOVERY	39+14 ON GROUND
ON HIT	–
ON BLOCK	-38

NOTES 1f invincible, hard knockdown, full juggle potential

HK Tiger Genocide ↓↓ + HK

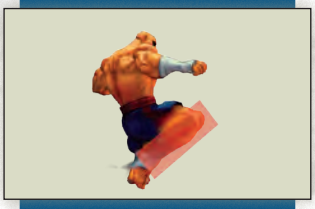
HITS	7
BLOCK LEVEL	HL
DAMAGE	50X7
STUN	0
STARTUP	1+2
ACTIVE	3 (1) 3 (2) 3 (16) 2 (1) 3 (1) 2 (1) 2
RECOVERY	45+15 ON GROUND
ON HIT	–
ON BLOCK	-38

NOTES 1~2f invincible, hard knockdown, full juggle potential

Tiger Destruction ↓↓ + K K K

HITS	13
BLOCK LEVEL	HL
DAMAGE	35X7, 42X5, 45
STUN	0
STARTUP	0+10
ACTIVE	4, 4, 4, 4, 4 (12) 3 (2) 3 (2) 8
RECOVERY	14+36 ON GROUND
ON HIT	–
ON BLOCK	

NOTES 1~14f invincible, hard knockdown, full juggle potential



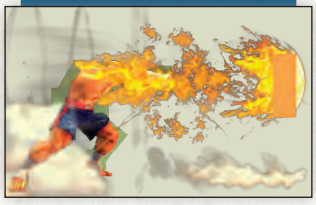


Tiger Cannon ↓↓ + P P P

HITS	8
BLOCK LEVEL	HL
DAMAGE	39X3, 48X4
STUN	0
STARTUP	0+11
ACTIVE	–
RECOVERY	94
ON HIT	–
ON BLOCK	-25

NOTES 1~10f invincible, full juggle potential





Super Combo: Tiger Genocide: Sagat performs a combination of a Tiger Knee Crush followed by a Tiger Uppercut. Tiger Genocide is one of the worst Supers in the game, so its use is never recommended. With only two frames of invulnerability, no projectile invulnerability, and lackluster damage, your meter is best used for EX moves and FADCs. At best, you can use this for fancy juggle combos like jumping HK, ST.MP ▷ ↓↘→ + HP ▷ ↓↓ + LK, ↓↓ + PPP or KKK. At worst, this move will come out accidentally in a combo while you're trying to perform a Tiger Knee Crush ender.

UCI: Tiger Destruction: Tiger Destruction is aptly named; Sagat launches forward with a largely invulnerable Tiger Knee, followed by two multi-hitting uppercuts. Its main use is as a juggle combo finisher (see Combo Index). It can also be used standalone as a heavy punish for whiffed reversals, as a reactionary mid-range projectile counter, or as long-distance anti-air. New in Ultra Street Fighter IV, Tiger Destruction will always fully connect in juggles against cornered opponents.

UCII: Tiger Cannon: Sagat unleashes a large eight-hit Tiger Shot. Unlike High Tiger Shot, Tiger Cannon has a large enough hitbox to hit crouching opponents. It's also surprisingly safe on block from mid to long range. Like Ryu's Metsu Hadoken, Tiger Cannon is primarily used in juggle combos and as a reactionary mid- to long-range projectile counter. Additionally, Sagat can easily juggle into Tiger Cannon off of almost any soft knockdown move, including full screen EX Low Tiger Shots. See Combo Index for various Tiger Cannon setups. Tiger Cannon was slightly adjusted for Ultra Street Fighter IV, allowing it to always hit eight times in juggle combos and against airborne opponents.



Recommended Ultra Choice: Matchup/Preference Dependent

Interestingly, both Ultras almost serve the same purpose, and that is to deal additional damage off of juggle opportunities. Ultra I deals more damage, but Ultra II is more flexible in its combo potential. It's recommended to choose Ultra II against other projectile-based characters, while Ultra I is more effective in making full Revenge Gauge comebacks. Choosing Ultra Double Combo is not recommended; the damage reduction doesn't outweigh the benefit of having access to both, since the functionalities of the Ultras are so similar.

Overview

PROS:

- Has one of the strongest long-range zoning games, rivaling even Dhalsim
- Can capitalize on long-range Tiger Shot hits with High Step Kick, Ultra II, and EX Tiger Shot
- Mid-range tools are adequate for keeping opponents out and pushing back into long range
- 3-frame crouching LP ▷ Low Tiger Shot as a close range deterrent is a large annoyance for aggressive opponents

CONS:

- Does not capitalize too much off of knockdowns, making it difficult to stage large comebacks
- Does not have particularly tricky mix-ups; damage comes largely from forcing mistakes from opponents
- Slow walk speed makes him extremely immobile
- Large vertical hurtbox leaves him vulnerable to fuzzy guard attacks and combos

Sagat is a master of long-range control and zoning. Thus, optimal play style revolves around chipping away at opponents from a safe distance while baiting out mistakes. Using his Tiger Shots effectively while limiting the damage taken is vital to success while playing Sagat.

Your objective playing Sagat is to deal damage at a distance while retaining a life lead. You can achieve this by:

- Conditioning the opponent into committing to bad jump-in reads by using his large variety of Tiger Shots
- At mid-range, pushing out the opponent with his far-reaching crouching (MK) into Low Tiger Shot pokes
- Keep from getting cornered through appropriate use of Sagat's multiple anti-airs and smart use of EX Tiger Knee Crush



SAGAT'S TUNING HISTORY



Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
Vitality changed from 1100 to 1050	—
CL. MP damage reduced from 100 to 85	—
CL. LK became a 2-hit move, damage changed from 40 to 30, 10, only cancelable on 1st hit	Removal of late hitting CL. LK ▷ Tiger Knee reduces the effectiveness of Sagat's close standing pressure
CL. HK damage reduced from 40, 110 to 80, 40	—
ST. MP damage reduced from 100 to 90	—
ST. HP damage reduced from 140 to 120	—
ST. LK became a 2-hit move, damage changed from 40 to 30, 10, only cancelable on 1st hit	Removal of late hitting ST. LK ▷ Tiger Knee drastically reduces the effectiveness of Sagat's close standing pressure
CR. MP damage reduced from 90 to 70	—
CR. HP damage reduced from 130 to 110	—
CR. MK damage reduced from 90 to 65	—
Diagonal jumping HP damage reduced from 140 to 120	—
↷ + HK damage reduced from 140 to 100	—
High Tiger Shot damage reduced from 70 to 65	—
Low Tiger Shot damage reduced from 70 to 60	—
EX High and Low Tiger Shot and EX damage reduced from 80, 70 to 70, 50, stun reduced from 100, 100 to 50, 50	—
LP Tiger Uppercut damage reduced from 140 to 100, uppercut trade now air recovers	Combos such as Tiger Uppercut trade Ultra I no longer work
MP Tiger Uppercut damage reduced from 150 to 100, uppercut trade now air recovers	Combos such as Tiger Uppercut trade Ultra I no longer work
HP Tiger Uppercut damage reduced from 170 to 100, uppercut trade now air recovers	Combos such as Tiger Uppercut trade Ultra I no longer work
LK Tiger Knee damage redistributed from 30, 90 to 90, 30, advantage on block changed from -7 to -10	As the 2nd hit connects more frequently than the 1st this lowers the damage of Tiger Knee, also less safe on block
MK Tiger Knee Tiger Knee damage redistributed from 40, 100 to 100, 40, advantage on block changed from -9 to -13	As the 2nd hit connects more frequently than the 1st this lowers the damage of Tiger Knee, also less safe on block
HK Tiger Knee damage redistributed from 50, 100 to 100, 50, advantage on block changed from -12 to -18	As the 2nd hit connects more frequently than the 1st this lowers the damage of Tiger Knee, also less safe on block
Angry Charge added	Sagat can now spend meter to powerup his next Tiger Uppercuts
Ultra I damage reduced from 585 to 500	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
CL. LK damage changed from 30, 10 to 20, 30	—
ST. LK damage changed from 30, 10 to 20, 30	—
LP Tiger Uppercut damage reduced from 100 to 120	—
MP Tiger Uppercut damage reduced from 100 to 120	—
HP Tiger Uppercut damage reduced from 100 to 120	—
Angry Charge command changed to ↶ ↶ + K	—

Arcade Edition to 2012 Update

CHANGE	EFFECT
CR. MP hitbox extended backward from elbow to shoulder	Hits opponents who are closer to Sagat
Angry Charge gives additional 10 damage to LP, MP, and EX Tiger Uppercuts	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CL. LK 2nd hit special and Super cancelable	Increases effectiveness of Sagat's close-range pressure
→ + LK pushback on block reduced	Leaves Sagat closer to his opponent while at advantage
→ + HK damage reduced from 100 to 80	—
Tiger Shot recovery increased from 39 frames to 42	More easily punishable, less frame advantage
LK, MK, HK Tiger Knee 1st hit forces standing	Opponents no longer go under the 2nd hit when the first connects
LP, MP, HP Tiger Uppercut FADC forward is now -5 on block	No longer safe after confirming a block and then Focus dash canceling
All Tiger Uppercuts with Angry Charge FADC forward is now -5 on block	No longer safe after confirming a block and then Focus dash canceling
Ultra I damage reduced on airborne opponent from 395 to 340, now hits completely in corner	—
High Tiger Shots can no longer hit crouching opponents	*USFIV* Sagat can't hit crouching Hugo with High Tiger Shot. Meaty High Tiger Shot won't hit characters on their wakeup in certain situations.
Tiger Cannon (Ultra II) juggle potential increased; air hit damage reduced from 384 to 255; damage on grounded opponents reduced from 384 to 357	Now every hit juggles, but it overall inflicts less damage in combos

LONG RANGE

Sagat is a slow-moving cannon, so his strength lies in his long-range zoning game. Your overall goal is to establish and keep your ground, not allowing yourself to be walked back to the corner. To accomplish this, keep your opponent in check with the variety of Tiger Shots you have available, while keeping your opponent's reactions to your fireballs in mind.

In a neutral state where both characters aren't committing to moves, Sagat usually has the upper hand. Essentially, it's his "turn" to act, leaving the onus of reacting on the opponent. Take advantage of this by throwing out Low and High Tiger Shots at varying speeds, creating a sort of obstacle course for your enemy to weave through. Use High Tiger Shot to force a crouch from your opponent, making it difficult for them to advance on the ground. It's usually best to use the HP version at full screen, since it leaves the screen earlier allowing you to throw out another Tiger Shot. Use Low Tiger Shot to push the opponent back while dealing a little bit of chip damage. As with all projectiles, use slow ones to give yourself more movement and frame advantage and fast ones to limit your opponent's reaction time. Be sure to make use of kara-cancel Tiger Shots when opportune, using a sequence like LK Low Tiger Shot (blocked), into Low Step Kick kara-cancel HK Low Tiger Shot. This will apply extra pressure by moving you significantly forward before launching your second, fast-moving Tiger Shot. In meaty LK Low Tiger Shot situations, this technique will almost always guarantee the HK Low Tiger Shot connects.

Once you feel you've annoyed your opponent enough to make them jump at you, you can start to be more conservative with your Tiger Shots. At 75-100% screen distance, you can punish ground-covering jump-ins with LP or LK Tiger Shots by timing them so your opponent lands on the projectile. Otherwise, if your opponent manages to jump in closer to you unpunished, you can push them out with Low Tiger Shots or CR.MK ▷ ↻ + K or K K.

If you're being pressured and your back is close to the corner, you can opt to use EX Tiger Knee Crush against oppressive opponents to give yourself room behind you. On hit, the EX Tiger Knee will cause the opposing character to fly across the stage, putting you at a distinct full-screen advantage again. On block, you're safe from all attacks, giving you an opportunity for either a throw attempt or an attack sequence to push them out. EX Low Tiger Shot can be used the same way, as it has a large pushback on block and on hit flings the enemy away. At about half-screen distance, if your opponent jumps at you and you're not already committed to a move, you can easily anti-air their misguided attempt using ST. HK, → + HK, or kara → + HK ~ ↙ + HP.

One way your opponent may choose to deal with your long-range projectiles is by Focus absorbing and dashing through them, at the risk of taking bonus gray damage. While this is an effective technique for getting in on you, you can use this to your advantage by pressuring them with more mid-ranged Low Tiger Shots. Or, if you're in range after their Focus dash, you can push them out with crouching MK or standing LK (first hit only) canceled into Low Tiger Shot. Be careful of a Focus absorb dash into jump sequence on you, since a clean jump-in punish on one of your Tiger Shots can be devastating.

Against non-projectile characters with low air mobility (like Balrog, E. Honda, Hugo, and Zangief), you can use your Tiger Shots very liberally with little repercussion. Since they don't have very effective ways to get through your projectiles, players using these characters tend to jump at you more often than others. Take note of how impatient your opponent is and punish them with anti-airs accordingly.

Against characters with anti-projectile abilities (like Blanka's EX Blanka Ball, Abel's roll, and Chun-Li's Hazanshu), you'll have to take these moves into consideration and bait them out as you would a jump-in. Use fake Tiger Shot moves like standing LP and crouching LP to keep your opponent guessing, since these moves look a little bit like High Tiger Shot and Low Tiger Shot, respectively.

Against other projectile characters (like Ryu, Ken, Guile, etc.), Sagat is almost always at an advantage when full screen, thanks to his projectile speed and advantage. These characters will tend to give up the long distance projectile war and are prone to play a more advancing strategy. But, since these characters are usually stronger than Sagat in mid- and close-range situations, you'll have to be adamant about keeping them out. You can also opt to jump over and punish their projectiles if you make a good read and need to relieve corner pressure, but do this sparingly; you want to be the one forcing out jump-ins. You can also use EX Low Tiger Shot against their projectiles for extra full-screen pressure.

Against highly mobile aerial characters (like Yun, Yang, Rufus, and Cammy), your long-range game becomes slightly less effective. You'll have to make good reads on how the player chooses to approach and you'll ultimately have to play out much of the fight in close and mid-range, since dive kicks over your full-screen Low Tiger Shots give them a large positional advantage. For these situations, you can use High Tiger Shots to deter dive kicks.



SAGAT

MID-RANGE

Unfortunately, Sagat's slow walk speed gives him a weak footsie game, forcing you to rely on using the correct pokes for most pressure situations. Fortunately, he has plenty of deterring mid-range tools that you can use to gain distance advantage. He has the option of using either CR. MK ▷ ↓↘ + K, ST. MK, ST. HK, or ST. LK to keep the enemy at bay. LK and MK versions of his Tiger Knee are also imperative to his success at mid-range.

Against large characters like Zangief who can't simply crouch underneath it, ST. HK will be one of your best mid-range pokes. It's relatively fast and has a high amount of active frames, making it an excellent move to push these tall characters back.

Standing MK is used as a mid-range poke over low-profile attacks, like Ken's crouching MK. It boasts a decent amount of range while decreasing his lower-body hurtbox. Use this preemptively just outside of its maximum hitbox range to zone out advancing opponents.

Standing LK is a quick far-range light attack used primarily as a whiff punish and to keep opponents in block stun. Use this at range to hit retracting limbs or as a fast attack to keep the enemy in check. At closer distances, you can cancel the first hit (the knee part) into a special move. ST. LK (first hit) canceled into either ↓↘ + K, ↙ + LK, or ↙ + MK is a good way to apply pressure and to deal some chip damage at closer-than-mid range.

Crouching MK is used when you have enough frame advantage or if you have the opponent on the defensive, such as after close-range block strings. While not as effective as Ryu's, Sagat's crouching MK is a decent attack to catch standing opponents with. If you're just outside of mid-range, you can use Sagat's quick forward dash into crouching MK to catch opponents off guard with a hit-check FADC combo (see Combo XI). Alternatively, you can use Low Step Kick to serve the same purpose (see Combo X).

Sagat's Focus Attack charge and release can be used sparingly as a mid-range counter-poke tool, but this is not highly recommended unless you're certain you can either get a Level 2 charge off or if you want to absorb a poke and back off. Sagat's backdash is one of the slower and shorter ones in the game, so Focus backdashing too often may get you punished. However, Focus absorbing and forward dashing into crouching LP is a great way to punish long-recovery pokes like fireballs and sweeps.

Don't forget that your Low Tiger Shots make for effective mid-range pokes as well. Use them as an extension of your pokes past standing MK range, forcing your opponents to take chip damage and pushing them back a little.

CLOSE RANGE

Most likely, close range isn't a position you're putting yourself in on purpose. If you're in close range, it's either because you're far behind in life or because you've let the opponent breach your long- and mid-range defenses. While this is Sagat's weakest area, he has a couple of tools to defend himself with.

With a startup of 3 frames, crouching LP will be your main point-blank defensive button of choice. For a character of Sagat's size and nature, having a 3-frame attack is an extremely powerful tool. Use this to annoy your aggressive opponents and to beat out late counter-hit setups they may be attempting on you. Sagat's option select throw tech of CR. LP + LK is rather slow (crouching LK is a 5-frame move), so in many situations, it's better to use crouching LP to fend off attackers. You can even use an option select throw tech consisting of a plink input of CR. LP ~ LK, giving you a result of crouching LP with some safety against throws. On crouching LP hits, follow through with Combo VIII.

If you've been saving meter in the match, you can always use reversal Tiger Uppercut FADC backdash as a defensive tool. You'll usually want to save your meter for these high-pressure up-close situations against highly mobile offensive characters. The best thing about Sagat's Tiger Uppercut FADC backdash is that you can still combo into either Ultra, granting a safe option while still having heavy damage potential. Most other characters don't have this benefit. Additionally, Sagat's Tiger Uppercut causes a high-altitude spinning state on counter-hit, netting you even more damage off of this sequence.

On offense, Sagat has few tools. You can use a basic mix-up of CR. LK into either counter-hit crouching HP (see Combo VII) or forward throw. On CR. LK hits, follow up with Combo I. Sagat does have a cross-up jumping attack with his jumping LK, but this isn't particularly tricky and usually isn't ambiguous enough to warrant using unless you need to switch sides with the opponent. At best, it can be used to set up a throw or a counter-hit setup. You'll usually want to stay away from using → + HP as an up-close offensive tool, but it can be useful to finish off an unsuspecting opponent. Although Tiger Uppercut FADC backdash is mainly used defensively, you can use it offensively as well. For instance, if you've recognized that your opponent leans towards using late option select techs or backdashes during their wakeup or blockstun, you can go for the following sequence: → + HK ~ ↙ + HP ▷ FADC backdash, then follow with Ultra on hit. This will hit backdashes, as well as blow through late option selects, scoring you a large chunk of damage.

If you successfully land a forward throw, you have a couple of follow-up options. You can set up a meaty LK Low Tiger Shot into kara-cancel HK Low Tiger Shot by using this sequence: →, →, →, →, ↓↘ + LK, → + HK ~ HK. Or, you can advance into mid-range by following up the throw with ↙ + HK, →, →, into either → + HP overhead or an attack string. Off of a back throw, you can use →, →, ↓↘ + LK, ↓↘ + HK, or →, →, ↗, into → + HP overhead or attack string.

Combos

I. CR. LK, CR. LK, CR. LP, then cancel into either:

↙ + HP
168 damage, 280 stun
↙ + HK
196 damage, 280 stun
↓↘ + K K
168 damage, 258 stun

Sagat's standard, up-close bread-and-butter combo. For the ender, use HK Tiger Knee Crush at close range, HP Tiger Uppercut for close-to-mid range, and Low Tiger Shot for max range. This sequence also doubles as a frame trap between light attack links. After a blocked CR. LK, you can choose to go for counter-hit CR. MP or a throw mix-up, since you're at +3.

II. CR. LK, CR. MP, CR. LP ▷ ↓↘ + HP ▷ FADC, → + HK, ↓ ↓ + K K K

407 damage, 450 stun

This combo showcases most of Sagat's important links, all in one combo. Always use a plink input of CR.MP~LP after CR.LK.

Then, for crouching attacks canceled into Tiger Uppercut two-in-one motions like CR.LP ▷ ↓↘ + HP, use the following input shortcut: ↖ + LP, ↑, ↖ + HP. This will make the combo easier to execute as you don't have to use any neutral → inputs. The first ↖ + LP will give you the CR.LP and the second ↖ + HP will cancel the jab into Tiger Uppercut.

III. Jumping HK, ST. MP ▷ ↓↘ + HP ▷ FADC, → + HK, then either:

↓ ↓ + K K K
547 damage, 600 stun
↓ ↓ + P P P
485 damage, 600 stun

This is one of Sagat's most devastating combos off of a clean jumping HK, for the cost of two stocks of meter and your Ultra. Use this if you land a good jump-in read over a projectile or poke.

IV. Full screen ↓ + K K, ↓ ↓ + P P P

324 damage, 100 stun

Use this full-screen hit-check of EX Low Tiger Shot into Ultra II in projectile wars. The hit-check is actually more of a recognition that the opponent has overextended with a one-hit projectile, rather than the actual EX Low Tiger Shot connecting. For instance, Ryu throws out HP Hadoken at the same time as your EX Low Tiger Shot, you then pump ↑, ↖, finishing with ↓ + P P P when you've confirmed your target's going to get hit.

V. Against a full-screen opponent jumping forward, ↓ + LP, then follow up with either:

→ →, → + HK, ↓ ↓ + P P P
324 damage, 300 stun
↓ ↓ + P P P
269 damage, 100 stun
↓ + K K
185 damage, 200 stun

When you've baited an opponent to jump onto one of your slow-moving LP High Tiger Shots, you can follow it up with Ultra II using this sequence. The forward dash puts you in range to follow up with a Step High Kick, but may be difficult to execute. You can forego this and go straight into Ultra II instead.

Alternatively, you can conserve your Ultra by juggling with EX Low Tiger Shot instead.

VI. Against a jumping opponent, → + HK, → + HK, then finish with either:

↓ ↓ + K K K
428 damage, 400 stun
↓ ↓ + P P P
339 damage, 400 stun

Similar to Combo V, this combo is primarily used after baiting an opponent to jump at you while you haven't committed to a high-recovery move. Use High Step Kick against jumping opponents who are about three to four character distances away.

VII. Counter-hit CR. HP, then either:

CR. MK ▷ ↓ ↓ + K K
299 damage, 430 stun
↓↘ + HP FADC, → + HK, and then finish with either:
↓ ↓ + K K K
529 damage, 610 stun
↓ ↓ + P P P
475 damage, 610 stun

Counter-hit crouching HP gives you a ton of frame advantage, letting you link either HP Tiger Uppercut or a crouching MK combo afterwards. Use crouching HP as a throw tech frame trap. This is one of Sagat's best ways to stage a comeback with a full Ultra meter.

VIII. CR. LP, CR. LP, CR. LP ▷ ↓ ↓ + K K

168 damage, 210 stun

This sequence is mainly used defensively since crouching LP is a quick 3-frame attack (a whole 2 frames faster than crouching LK). Unfortunately, CR. LP into CR. LP is a 1-frame link, so using a safe ender such as EX Low Tiger Shot is recommended.

IX. ↓↘ + P P, then finish with either:

↓ ↓ + K K K
502 damage, 230 stun
↓ ↓ + P P P
404 damage, 230 stun

If you have at least 1 stock of meter, you can always combo into Ultra I after EX Tiger Uppercut. Ultra II will only connect if EX Tiger Uppercut is used as anti-air. The higher the opponent is, the easier it is to juggle them.

X. → + LK, CR. LP, then cancel into either

↓ ↓ + K K
176 damage, 180 stun
↓↘ + HP
176 damage, 260 stun
↓↘ + HK
208 damage, 260 stun

This will be your usual follow-up to a successful Low Step Kick hit. Crouching LP after Low Step Kick is a 1-frame link, so you may opt to follow up with EX Low Tiger Shot to ensure safety.

XI. CR. MK ▷ ↓ ↓ + HK ▷ FADC, CR. MK ▷ ↓↘ + HP

261 damage, 420 stun

At the cost of two stocks of meter, you can hit-check into this FADC combo off of your ranged crouching MK ▷ Low Tiger Shot pokes.

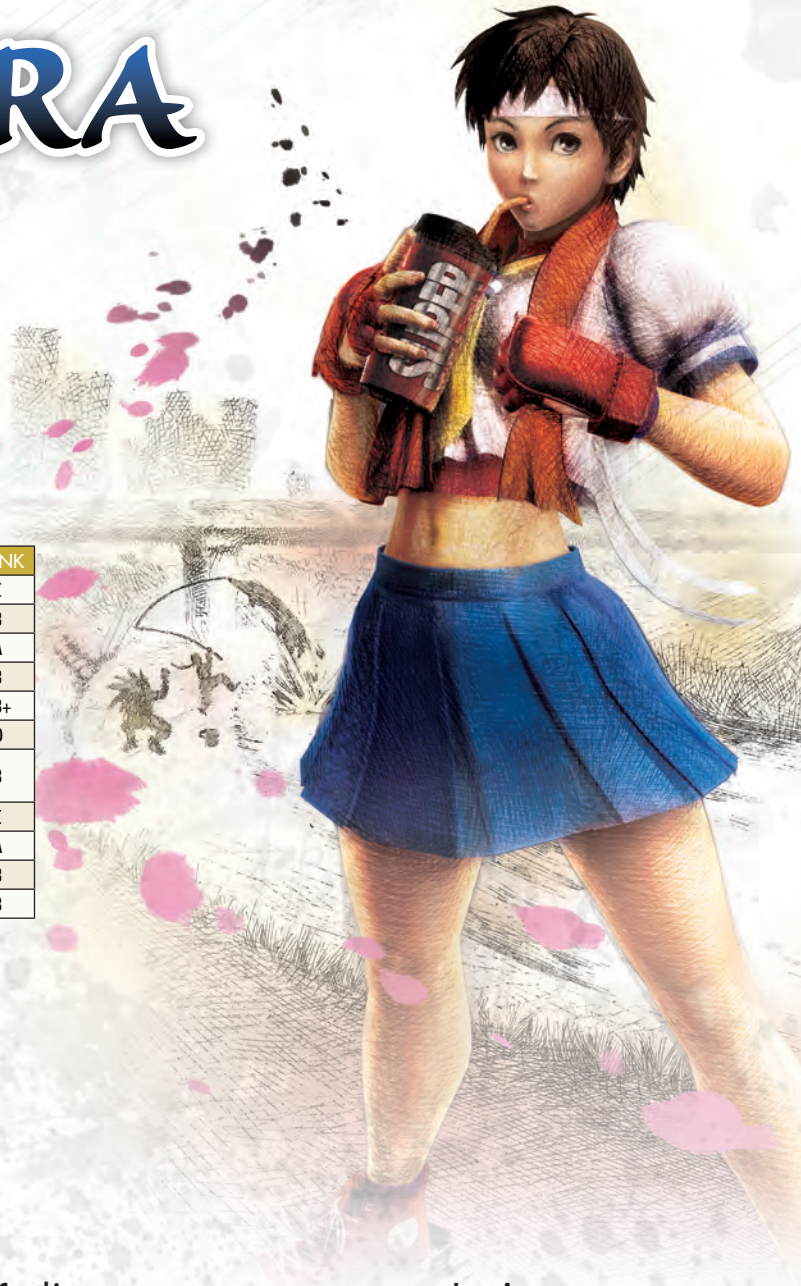
XII. Near corner, CR. MK ▷ ↓ ↓ + K K, then either:

↓ ↓ + K K K
453 damage, 200 stun
↓ ↓ + P P P
364 damage, 200 stun

Against a cornered opponent, you can combo into either of your Ultras off of a max range CR. MK ▷ ↓ ↓ + K K hit-check, or off of ↓ ↓ + K K by itself.

SAKURA

First appearance:
Street Fighter Alpha 2 (1996)



Data

STAT	VALUE	RANK
Vitality	950	C
Stun Threshold	1000	B
Forward Walk Distance per Frame	0.05	A
Backward Walk Distance per Frame	0.035	B
Dash Duration in Frames	18	B+
Dash Distance	1.05385	D
Backdash Duration in Frames	8 invincible, 10 airborne, 8 recovery (26 total)	B
Backdash Distance	0.95	C
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	1.92499	B

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 2 Color 10



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90 (80)
STUN	120 (100)
STARTUP	3
ACTIVE	4
RECOVERY	20
ON HIT	-1
ON BLOCK	-6
CANCEL	SP, SU

NOTES Forces standing, lower damage on active frames 3~4

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	4
ACTIVE	3
RECOVERY	15
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (100)
STUN	200
STARTUP	6
ACTIVE	3
RECOVERY	21
ON HIT	-1
ON BLOCK	-6
CANCEL	SU

NOTES Forces standing, lower damage hitbox at foot

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	25
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	75
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	17
ON HIT	+2
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	75
STUN	100
STARTUP	9
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	15
ON HIT	+4
ON BLOCK	+0
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	80
STARTUP	5
ACTIVE	3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90 (80)
STUN	120 (100)
STARTUP	4
ACTIVE	5
RECOVERY	23
ON HIT	-5
ON BLOCK	-10
CANCEL	SP, SU

NOTES Forces standing, lower damage on active frames 3~5

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	13
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	150
STARTUP	7
ACTIVE	3
RECOVERY	22
ON HIT	—
ON BLOCK	-7
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	3
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~2f lower body projectile invincibility

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	3
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~2f lower body projectile invincibility

Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

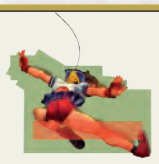
Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

NORMAL THROWS

Both of Sakura's throws mesh very well with her play style. Her forward throw leaves the opponent perfectly within cross-up (MK) range, allowing her to easily land an ambiguous jump-in mix-up. Depending on how you time and space your jumping attack, you can either go for a frontal jumping (HP) / (HK) or a jumping cross-up (MK). The earlier you jump, and the further you jump from, the less likely it is that you'll cross up. Use this to your advantage and practice making your jump-ins as ambiguous as you can. Unfortunately, Sakura's back throw doesn't allow for the same jump-in mix-ups, because the opponent lands too far away. But, thanks to a change to how far she throws the enemy character in *Ultra Street Fighter IV*, she can get in close enough for added pressure. Follow up her back throw with two ground dashes, putting you within range to go for either Flower Kick or crouching (MK).



Sailor Shot (LP) + (LK)

DAMAGE	120
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.902

Choba Throw ⟲ + (LP) + (LK)

DAMAGE	135
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.902

FOCUS ATTACKS

Sakura crouches low while charging her Focus Attack, and then releases a mini tiger knee at the opponent's mid-section. Sakura's Focus Attack has a unique charge-up animation causing her to shrink her vertical hitbox. This gives Sakura some evasiveness against high attacks and most jumping attacks. You can avoid almost all jumping attacks completely by holding Focus and then backdashing as your opponent is landing on you with their heavy jump-ins. Having a low and evasive profile in combination with canceling it into an invulnerable backdash allows you to do this.

Your main use of Sakura's Focus Attack will be to fish for mid-to-long range pokes or projectiles that you can punch with a Level 2 release. The range on the Focus Attack is usually sufficient to punish most long-range crouching attacks (like Ryu's crouching MK and Akuma's crouching HK).

Sakura's Red Focus cancel crumple can be used for easier mid-range punish combos involving her HP Shouoken (see Combo XI). Otherwise, it's more meter efficient to use her normal FADC combos provided you're confident in your execution.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release, low crush

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	130
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release, low crush



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release, low crush

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, infinite hyper armor before release, low crush

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	195
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

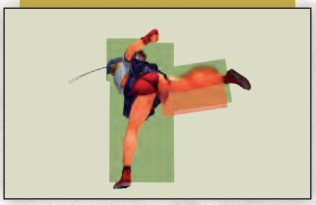
NOTES Unblockable, crumple state on hit, infinite hyper armor, low crush

UNIQUE ATTACKS

Flower Kick → + MK

HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	16
ACTIVE	2
RECOVERY	15
ON HIT	+2 (0)
ON BLOCK	-3
CANCEL	–

NOTES Less advantage against crouching opponent



Flower Kick: Sakura delivers a long-range, grounded overhead kick. Flower Kick is one of the best overheads in the game, with relatively low startup time and longer range than even her standing HK . The only downside is that it's -3 on block and isn't airborne like Yun's and Rufus's overheads. For the most part, you won't be punished on block, as long as you distance yourself before attacking. The best time to use Sakura's overhead is to finish off your opponent or to land the remaining 100 points of stun after your extensive LK Hurricane Kick combos. Otherwise, it's an almost-guaranteed 80-damage poke against an overly defensive opponent.

SPECIAL MOVES

Hadoken lvl 1 ↓↘→ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	75
STARTUP	15
ACTIVE	–
RECOVERY	34
ON HIT	-3
ON BLOCK	-7
CANCEL	SU

NOTES Projectile lasts 71f





Hadoken lvl 2 ↓↘→ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	14+13
ACTIVE	–
RECOVERY	30
ON HIT	+1
ON BLOCK	-3
CANCEL	SU

NOTES Projectile lasts 71f





Hadoken lvl 3 ↓↘→ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	39
ACTIVE	–
RECOVERY	26
ON HIT	+5
ON BLOCK	+1
CANCEL	SU

NOTES Projectile lasts 44f



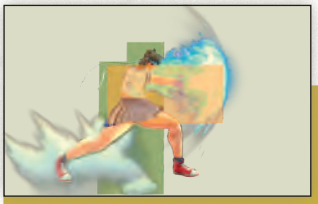


Hadoken: Sakura mimics Ryu and throws out a smaller version of the classic Hadoken that eventually dissipates. An added mechanic to Sakura's fireball is that she's able to charge it two extra levels to change its properties.

- Level 1 Hadoken travels to about 80% of a screen's length before dissipating, and it's the fastest among the three.
- Level 2 Hadoken is slightly larger, travels slower, has less recovery upon release, does more damage, but travels only half the distance as a Level 1 Hadoken.
- Level 3 Hadoken is huge, travels much slower, has even less recovery upon release, does significantly more damage, but only travels a quarter of the screen.

Unlike other projectiles, Sakura's Hadoken properties do not change according to which punch button is used. So LP, MP, and HP Hadoken all have the same properties, so there's no way to change its travel speed other than by charging it. This means that Sakura's zoning potential is slightly less effective than other projectile characters because she telegraphs which version she's going to use.

Regardless, Sakura's Hadoken is a much-required move in her overall skillset. Use it at mid-to-long range to force out mistakes from your opponent or as a way to deflect opposing projectiles. At long range, you can also use her varying charges as a way to bait out a jump before releasing your Hadoken where the opponent is about to land. With such a low recovery time upon release, Sakura's Level 3 Hadoken makes for a great meaty attack after certain setups. For instance, after a combo ending with a two-hit Sakura Otoshi Strike hard knockdown, you have enough time to fully charge and release her Level 3 Hadoken on the enemy's wakeup, giving you a free high/low or jumping attack mix-up.





EX Hadoken lvl 1

↓↘→ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 60
STUN	50, 50
STARTUP	15
ACTIVE	–
RECOVERY	34
ON HIT	–
ON BLOCK	-4
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, soft knockdown, both hits juggle potential 1

EX Hadoken lvl 2

↓↘→ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 70
STUN	60, 60
STARTUP	14+13
ACTIVE	–
RECOVERY	34
ON HIT	–
ON BLOCK	-4
CANCEL	SU

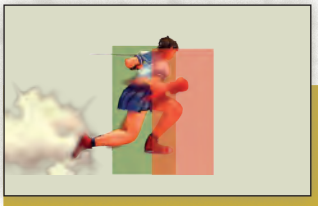
NOTES Puts airborne opponent in limited juggle state, soft knockdown, both hits juggle potential 1

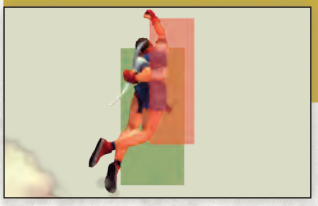
EX Hadoken lvl 3

↓↘→ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 80
STUN	75, 75
STARTUP	39
ACTIVE	–
RECOVERY	34
ON HIT	–
ON BLOCK	-4
CANCEL	SU

NOTES Puts airborne opponent in limited juggle state, soft knockdown, both hits juggle potential 1





LP Shouoken

←↙↓↘→ + LP

HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 15
STUN	50, 50
STARTUP	6
ACTIVE	2, 4
RECOVERY	18+11 ON GROUND
ON HIT	–
ON BLOCK	-12
CANCEL	SU

NOTES 8~29f airborne, puts opponent in limited juggle state, soft knockdown

MP Shouoken

←↙↓↘→ + MP

HITS	4
BLOCK LEVEL	HL
DAMAGE	90, 15 X3
STUN	50, 35 X3
STARTUP	7
ACTIVE	2, 2, 2, 8
RECOVERY	22+11 ON GROUND
ON HIT	–
ON BLOCK	-20
CANCEL	SU

NOTES 13~42f airborne, puts opponent in limited juggle state, soft knockdown, 4th hit juggle potential 1

HP Shouoken

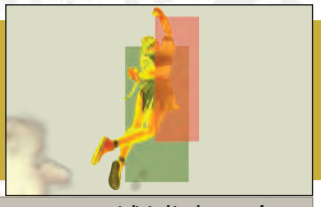
←↙↓↘→ + HP

HITS	6
BLOCK LEVEL	HL
DAMAGE	80, 15 X5
STUN	50, 30 X5
STARTUP	12
ACTIVE	2 X5, 10
RECOVERY	20+11 ON GROUND
ON HIT	–
ON BLOCK	-20
CANCEL	SU

NOTES 13~51f airborne, puts opponent in limited juggle state, soft knockdown, hits 4~6 have juggle potential 1~3

Shouoken: Sakura runs forward and performs a mini multi-hitting "dragon punch." Shouoken may look like a proper anti-air, but it lacks invulnerability and is primarily used in combos. Fortunately, its functionality in combos makes Sakura one of the strongest combo-based fighters.





NOTES NOTES 1~13f invincible, 14~27f and 43~76f airborne, puts opponent in limited juggle state, soft knockdown, hits 6~8 have juggle potential 1~3

EX Shouoken ←↙↓↘→ + P P

HITS	8
BLOCK LEVEL	HL
DAMAGE	45, 15, 45, 15 X5
STUN	40, 20, 40, 20 X5
STARTUP	12
ACTIVE	2, 4 (19) 2 X5, 9
RECOVERY	21+11 ON GROUND
ON HIT	–
ON BLOCK	-20
CANCEL	SU

She can combo into HP Shouoken from practically any hit, netting her a significant amount of meter, damage, and momentum advantage. After a HP Shouoken hit, Sakura lands within cross-up jumping MK distance of her opponent, giving her a solid mix-up opportunity on both a quick standing opponent and one who stays down.

LP Shouoken is the closest you'll get to an anti-air special, and it's only for specific situations. You can use an early LP Shouoken against jump-in attacks starting from a half screen away or against mid-range neutral jumps. Timing is important because if you execute it too late, your opponent may stuff the attack or trade with your Shouoken. Aim to have it hit after Sakura launches herself in the air. Additionally, you can follow this up with a juggle of MP Shouoken for a slight increase in damage and meter gain or (at the cost of two stocks of meter and an Ultra) you can execute a combo of anti-air ←↙↓↘→ + LP ▷ FADC forward, ↓↓ + K K K. While not the most damaging anti-air by itself, you can easily set up an anti-air LP Shouoken by using full screen Hadokens. Opponents tend to think they're safe when jumping over long-range Hadokens, but Sakura can actually recover in time and punish these late jumps thanks to the horizontal range of her Shouoken.

Unlike her normal Shouoken, EX Shouoken actually possesses invulnerability frames. But like her normal Shouoken, it's still not a conventional anti-air because of its horizontal arc and limited juggling abilities. At 13 frames of invulnerability, it does make for an excellent anti-ground attack reversal. Use this to blow through most grounded attacks, potentially leading to a high-damage FADC combo (see Combo X). Be careful using EX Shouoken though, as it's incredibly easy to jump over and highly punishable on block.

LK Shunpukyaku



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	16
ACTIVE	6
RECOVERY	15 ON GROUND
ON HIT	+4
ON BLOCK	+0
CANCEL	–

NOTES 10~21f airborne, 10~21f lower body projectile invincibility, armor break, low crush

MK Shunpukyaku

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 60
STUN	50, 50
STARTUP	17
ACTIVE	3 (8) 6
RECOVERY	18 ON GROUND
ON HIT	+1
ON BLOCK	-3
CANCEL	–

NOTES 11~33f airborne, 11~33f lower body projectile invincibility, armor break, low crush, 2nd hit juggle potential 1

HK Shunpukyaku

HITS	3
BLOCK LEVEL	HL
DAMAGE	60 X3
STUN	50 X3
STARTUP	12
ACTIVE	3 (6) 3 (7) 2
RECOVERY	21 ON GROUND
ON HIT	+2
ON BLOCK	-2
CANCEL	–

NOTES 7~32f airborne, 7~32f lower body projectile invincibility, armor break, low crush, 2nd hit juggle potential 2, 3rd hit juggle potential 3

Shunpukyaku: Sakura puts a spin on the classic Tatsumaki Senpukyaku, with her version of the "Hurricane Kick" traveling in a rainbow arc. Each version of Shunpukyaku has a place in her arsenal. LK Shunpukyaku is used in all of her heavy damage combos and can also be used as a low-crushing frame trap initiation (see Combo IX).

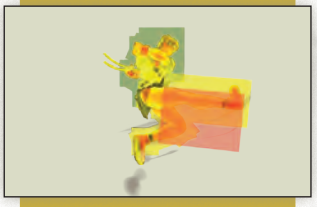
With her lower-body projectile invincibility, MK and HK Hurricane Kick can be used as a reactionary attack against fireballs. The MK version is +1 on hit, -3 on block and the HK version is +2 on hit, -2 on block. Although you can't link into a combo after connecting one of these, they make for relatively safe, non-committal engagement attacks. In some match-ups where getting past low-recovery projectiles is difficult (like against Guile or Dhalsim), proper use of HK Hurricane Kick is key to getting into close range.

EX Shunpukyaku is a unique and versatile attack in Sakura's repertoire. It's mainly used in combos to set up an Ultra or Sakura Otoshi Strike (see Combo Index), but it can also be used in block strings for +2 frame advantage. Additionally, since the launcher portion of EX Shunpukyaku puts the opponent into a free juggle state, it can set you up for an air tech recovery landing mix-up. In the corner, a combo ending with EX Shunpukyaku into jumping HP or HK can lead into a nasty 50/50 mix-up simply by walking under the falling opponent.

EX Shunpukyaku

HITS	4
BLOCK LEVEL	HL
DAMAGE	30 X3, 35
STUN	50, 30 X3
STARTUP	12
ACTIVE	3 (6) 3 (7) 2 (12) 3
RECOVERY	14 ON GROUND
ON HIT	–
ON BLOCK	+2
CANCEL	–

NOTES 7~40 airborne, 7~32 lower body projectile invincibility, armor break, low crush, soft knockdown, puts opponent in free juggle state, 2nd hit juggle potential 2, 3rd hit juggle potential 3



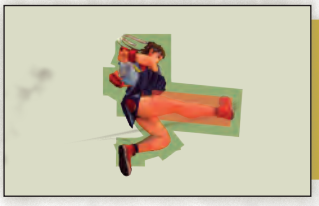


Airborne Shunpukyaku: Airborne Shunpukyaku is a two-hit spin kick that alters Sakura's trajectory in the air. Back jump into air Shunpukyaku will halt her backward movement, neutral jump air Hurricane Kick will propel her forward a bit, and forward jump air Hurricane Kick will launch her forward significantly.

While seemingly unimpressive, her Airborne Shunpukyakus have a couple of important uses. Neutral jump into a well-timed descending Airborne Shunpukyaku will boost you over fireballs while giving you a large downwards hitbox with her second spin kick. Forward jump into a well-timed Hurricane Kick can be used as a long-range surprise attack. Mix up your normal jump attacks with Airborne Shunpukyakus to keep a defensive opponent guessing on how you'll approach. To time your neutral and forward jumping Airborne Shunpukyakus, so you get an optimal spin kick hitbox low to the ground, execute the + HK motion slightly after the apex of your jump. If done correctly, you'll be able to hit most crouching characters.

You can also use Airborne Shunpukyaku's sudden trajectory change as a way to bait out misplaced anti-airs. For example, if you jump towards an uppercut character (like Ryu) at an arc that looks like it's easily punishable with a Shoryuken, you can use an Airborne Shunpukyaku right at the descent of your jump to boost yourself over the Shoryuken, allowing you to punish with a combo.

Airborne Shunpukyaku
During jump + K



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	8
ACTIVE	3 (9) 3 (9) 3 (9) 3 (11) 3
RECOVERY	7 ON GROUND
ON HIT	–
ON BLOCK	+12 MAX
CANCEL	–

NOTES Soft knockdown, 2nd hit juggle potential 1

EX Airborne Shunpukyaku
During jump + K K

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	8
ACTIVE	3 (9) 3 (9) 3 (9) 3 (11) 3
RECOVERY	7 ON GROUND
ON HIT	–
ON BLOCK	+12 MAX
CANCEL	–

NOTES Puts opponent in limited juggle state, all hits juggle potential 2

The EX version of Airborne Shunpukyaku differs in that Sakura will spin kick as many times as she can while she's airborne. Not a particularly effective way to use meter though. Contrary to what the move looks like, Airborne Shunpukyaku actually has no rear hitbox, so you can't set up a "cross-up Tatsu." As air-to-air, Airborne Shunpukyaku can potentially juggle and hit twice while the EX version can hit three times.

Sakura Otoshi
+ K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	38/40/42
RECOVERY	36 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Version of kick determines duration, 1~38/40/42f lower body projectile invincible, 7~38/40/42f airborne, EX version tracks and is active for 38f

Sakura Otoshi: Sakura Otoshi is a special jump where Sakura hops into the air at a distinct angle, allowing her to follow up with a Sakura Otoshi Strike, a unique version of jumping HP that causes a hard knockdown.

Sakura Otoshi is an odd move, both aesthetically and functionally. The non-EX versions are primarily used in combos, and shouldn't see much use as opening attacks. If you want to use it to engage, it can function as a substitute for a jumping attack. At about half of a normal jump's height and arc, a Sakura Otoshi Strike can be used to get into close range while being difficult to anti-air on reaction (but note that Sakura Otoshi Strike does not count as an overhead attack). Generally, it's safer to advance with her fast walk speed and ground Hurricane Kicks, so using Sakura Otoshi this way isn't recommended. The LK version is a small jump, while the HK version is a high jump with a greater arc. In combos, use the HK version of Sakura Otoshi.

What Sakura Otoshi lacks in neutral practicality, it makes up for in its hard knockdown capability. There are few special moves in *Ultra Street Fighter IV* that aren't recoverable with quick stand, this move is one of them and it gives Sakura a powerful edge in her vortex game (see the Vortex Setups section for details).

EX Sakura Otoshi, however, is an excellent full-screen projectile punisher. With its tracking ability and extremely fast travel speed, Sakura can pounce onto an opponent from anywhere on the screen. If an opponent's projectile patterns become predictable, go for an EX Sakura Otoshi Strike to jump in on and punish their long-range projectile. You can choose to use all three follow-up strikes for guaranteed damage or stop at two and go for a mix-up from the hard knockdown.



Sakura Otoshi Strike
During Sakura Otoshi (P)

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 50, 60
STUN	70, 70, 100
STARTUP	14+4
ACTIVE	3
RECOVERY	16 ON GROUND
ON HIT	–
ON BLOCK	+2 MAX
CANCEL	–

NOTES Puts opponent in limited juggle state, hard knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3

EX Sakura Otoshi Strike
During EX Sakura Otoshi (P)

HITS	3
BLOCK LEVEL	HL
DAMAGE	50, 50, 60
STUN	70, 70, 100
STARTUP	14+4
ACTIVE	3
RECOVERY	16 ON GROUND
ON HIT	–
ON BLOCK	+4 MAX
CANCEL	–

NOTES Puts opponent in free juggle state, hard knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3



SUPER & ULTRA COMBOS

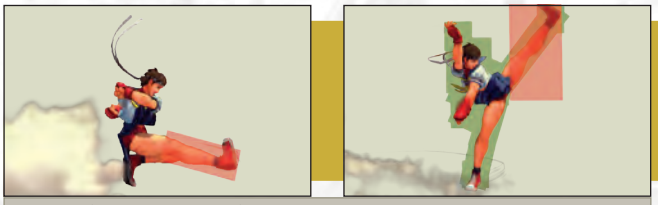


NOTES 1~12f invincible, hard knockdown, LK version startup 1'+6 with 13f invincibility, hard knockdown

Haru Ichiban (↓↙←↓↙← + K)

HITS	7
BLOCK LEVEL	L, HL
DAMAGE	45X6, 80
STUN	0
STARTUP	1+5
ACTIVE	2 (5) 2 (5) 2 (5) 2 (5) 2 (13) 4
RECOVERY	24
ON HIT	–
ON BLOCK	-7

Super Combo: Haru Ichiban: Sakura mops the floor with six spin kicks, and then delivers a final heavy kick to the opponent's mid-section. Haru Ichiban isn't particularly versatile and is mainly used as a follow-up for a crouching (MK) into HP Shouoken combo (see Combo VI). It sports some invulnerability so it can be used as a reversal to plow through ground attacks, although this is not recommended, since EX Shouoken into FADC is always a better option. It's -7 on block and leaves opponents at about two character lengths away so it's not extremely punishable. Additionally, all six spin kicks in Haru Ichiban are low attacks and must be blocked crouching.



NOTES 1~11f invincible, armor break, forces airborne opponent into standing state on hit, goes into cinematic if 1st or 2nd hit connects, hard knockdown

Haru Ranman (↓↙←↓↙← + K K K)

HITS	3 (5)
BLOCK LEVEL	L, HL
DAMAGE	75, 75, 68 (75, 75, 68, 68, 165)
STUN	0
STARTUP	0+11
ACTIVE	2 (7) 2 (11) 2
RECOVERY	47
ON HIT	–
ON BLOCK	-28

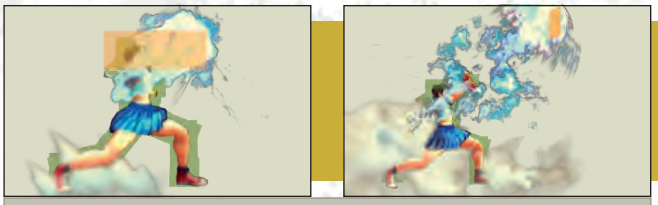
UCI: Haru Ranman: Haru Ranman is a beefed-up version of Haru Ichiban, with Sakura performing two low-hitting spin kicks into a third roundhouse kick. The third strike goes into a cinematic, that deals the majority of Haru Ranman's damage. Ultra I can be used as an anti-air, provided the opposing character actually sticks out an attack during their jump. Otherwise, they'll be able to block the low spin kicks on landing and punish you heavily. Ultra I's best asset is that it's the most damaging follow-up to an EX Hurricane Kick combo. Like most damage-oriented Ultras, it's effectively used off of a clean jumping heavy attack or Focus Attack crumple. Interestingly, if the low spin kicks hit an airborne opponent, the opponent transitions into a standing hit reel as opposed to a juggle state.



NOTES 1~10f invincible, ultra hit number = juggle potential, e.g., 4th hit of ultra has potential 4

Shinku Hadoken (↓↙←↓↙← + P P P)

HITS	5
BLOCK LEVEL	HL
DAMAGE	56X4, 105
STUN	0
STARTUP	0+12
ACTIVE	–
RECOVERY	85
ON HIT	–
ON BLOCK	-27



NOTES 1~7f invincible, ultra hit number = juggle potential

Shinku Tengyo Hadoken (↓↙←↓↙← + K K K)

HITS	5
BLOCK LEVEL	HL
DAMAGE	56X4, 105
STUN	0
STARTUP	0+8
ACTIVE	–
RECOVERY	85
ON HIT	–
ON BLOCK	-27

UCII: Shinku Hadoken & Shinku Tengyo Hadoken: Ultra II consists of two separate ultras with slightly different functions.

Shinku Hadoken, performed with ↓↙←↓↙← + P P P, is a five-hit horizontal projectile Ultra, similar to Ryu's Metsu Hadoken. Like Metsu Hadoken, Sakura's Shinku Hadoken can be used to beat out and punish other projectiles. However, its travel speed is much slower and requires you to be at a much closer distance when firing (at about standing HK range). This means you have to anticipate an opponent's fireball when used this way.

Shinku Tengyo Hadoken, performed with ↓↙←↓↙← + K K K, is a Shinku Hadoken aimed upwards at a 45-degree angle. Naturally, it makes for an outstanding anti-air.

Both versions of Ultra II can be used in Sakura's juggle combos (see Combo Index), so it's a matter of preference which to use after your EX Hurricane Kick into LP Shouoken combos. Do note that since the K K K version connects higher on the juggled opponent, it allows for slightly more advantage on hard knockdown over its P P P counterpart.

Recommended Ultra Choice: Ultra II

Because of its flexibility, Ultra II is highly recommended over Ultra I in most cases. You essentially get two Ultras that can be useful in the neutral game while being moderately damaging follow-ups for most of your combos. Ultra I deals more damage, but not enough to warrant the loss of utility in picking Ultra II. Selecting Ultra Combo Double is never recommended due to the significant sacrifice in damage.

Overview

PROS:

- Sakura's combos are devastating and usually lead into a very ambiguous mix-up, giving her an extremely effective vortex game
- With so many 3-frame attacks leading into attack sequences with frame advantage, her frame traps can easily overwhelm an opponent
- For an offense-based combo character, she sports a decent zoning game with her Hadoken and LP Shouoken
- Unlike most characters at mid-range, Sakura can punish an opponent's whiffed attacks with heavy combos dealing over 500 points of damage
- Possesses strong engagement tools in her jumping HK, Airborne Shunpukyakus, and ground Shunpukyakus

CONS:

- Doesn't possess a true anti-air reversal attack, making her vulnerable while in defensive positions
- She can have a hard time getting in on projectile-heavy, defense-based characters like Guile and Dhalsim

Sakura's gameplay revolves greatly around her combos and mix-up setups. Her success ultimately depends on how well she can get into close range to start her overpowering offense. Mastering Sakura's vortex is vital to winning with her.

Your objective playing Sakura is to score a knockdown and overwhelm the opponent with difficult-to-block setups:

- Establishing a long-range pressure game with Hadoken, threats of jumping HK, and Hurricane Kicks to inch forward into her close- and mid-range game
- Dominating the footsie game and landing a whiff punish crouching MK ▷ HP Shouoken combo
- Getting in close to set up her throws and frame traps leading into her most damaging combos
- Maximizing her mix-up potential by using unblockables and ambiguous setups

SAKURA'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
CL. HP damage reduced from 100 to 90	—
Close and ST. LK advantage on block reduced from +1 to -1, advantage on hit reduced from +4 to +2	Less advantage on hit or block
ST. HK recovery reduced from 16 to 15, advantage on block increased from -1 to 0, advantage on hit reduced from +3 to +2	Less likely to be whiff punished, more advantageous on hit and safer on block
CR. LP advantage on block reduced from +3 to +1, advantage on hit reduced from +6 to +4	Less advantageous on hit and block
CR. HP damage reduced from 100 to 90	—
Diagonal jumping MK hitbox extended	Better as a cross-up attack
EX Shouoken damage reduced from 55, 15, 55, 15x5 to 45, 15, 45, 15x5 (total from 170 to 150), stun reduced from 50, 30, 50, 30x5 to 40, 20, 40, 20x5 (total from 280 to 200)	—
Super damage reduced from 380 to 350	—
Ultra I damage increased from 435 to 451	—
Increased throw range	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
CL. MP recovery reduced from 12 to 9, advantage on block increased from 0 to +3, advantage on hit increased from +3 to +6	More advantage on hit and block, enables new combos
Close and ST. LK advantage on block increased from -1 to +1, advantage on hit increased from +1 to +4	Reverted to advantage from *SFIV*
ST. MP can now be special and Super canceled	Enables a standing whiff punish leading into a combo
ST. MK hurtbox reduced	Less likely to be countered
CR. LK advantage on block increased from +1 to +3, advantage on hit increased from +4 to +6	More advantage on hit and block, enables new combos
Airborne Shunpukyaku 2nd hit gains juggle potential 1	Allows more damage after first hit connects
EX Airborne Shunpukyaku damage reduced from 80 to 70 per hit	—
Smaller hurtbox during crouch block	Avoids attacks such as Akuma's second hit of ST. HK

Arcade Edition to 2012 Update

CHANGE	EFFECT
EX Shunpukyaku hitboxes changed	More likely for all hits to connect, less likely to pass over opponents
Sakura Otoshi given less command priority, cannot be activated with negative edge	Less likely to come out on accident
EX Hadoken lv1 damage changed from 40+60 to 60+60, lv2 damage changed from 50+70 to 60+70	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Back throw knockback reduced	Sakura remains closer to her opponent allowing her to continue pressure
CL. MP pushback reduced	Useful for frame traps and optimizing character specific Shunpukyaku combos
ST. MP hitbox extended forward	More useful as a whiff punish
ST. HP now special and Super cancelable	Higher damage whiff punish, ST. HP ▷ ⟲ + P hit-check
Diagonal jumping HP hurtbox extended downward	More vulnerable to anti-air
Air Shunpukyaku trajectory changed	Escape hurricane no longer works
EX Shunpukyaku advantage reduced from +4 to +2	No longer gets guaranteed ST. LK pressure on block
All versions of Shouoken hitbox expanded forward	Less likely to drop against an opponent far away
EX Sakura Otoshi earliest timing for followup attacks reduced from 15 frames to 12	Enables Sakura to attack more quickly when reacting with EX Sakura Otoshi to things such as air fireballs

LONG RANGE

The key to Sakura's long-range strategy requires good decision making in whether to zone or to attack. Even though her Hadoken isn't as versatile as Ryu's, it still successfully fills the role as a full-screen pressure tool. With Level 1 Hadoken having a predictable travel speed, your main damage source will rarely come from chip damage and zoning. However, you can use it liberally in match-ups against characters who don't have good answers for projectiles (such as E. Honda, Hugo, T. Hawk, and Zangief). Against most other characters, you can use Hadoken to apply some pressure and annoy the opponent from long range. Against zoning-based characters, Sakura's Hadoken is very important because it gives you another tool to deflect their zoning pressure. To counter predictable fireball patterns, use EX Sakura Otoshi Strike from long range to immediately get in, punishing the opponent with a hard knockdown.

A simple zoning tactic with Sakura is to throw out a long-range Hadoken, walk forward, then if an opponent neutral jumps or jumps towards you, simply punish their jump descent with a well-timed LP Shouoken into MP Shouoken combo. This doesn't net you much damage, but it gives you important momentum leading into your mid- and close-ranged game.

When you do decide to attack from long range, you have plenty of moves you can use to engage into mid-to-close range. With its steep hitbox, Sakura's jumping HK is one of the strongest normal air attacks in the game and is considered her scariest threat from jump distance. Don't be afraid to guess-jump in with it once in a while over projectiles or pokes, especially against opponents who are overly focused on playing a footsie-based game. On standing opponents, an early jumping HK can be very difficult to anti-air because it connects earlier than other jump-ins, acting as a sort of dive kick.

Alternatively, you can engage with MK or HK Shunpukyaku. These moves are both relatively safe on block and difficult to anti-air on reaction, thanks to their low altitude and arc. Use Hurricane Kicks on reaction to mid-to-long range projectiles to deter your opponents from investing too much in trying to zone you with fireballs, giving you more breathing room for your advance. Airborne Shunpukyaku can also be used as a surprise factor long-range engagement tool. Thanks to its ability to suddenly change Sakura's jump trajectory, use a properly-timed HK Airborne Shunpukyaku to keep your opponent guessing. You're either going to jump forward into mid-range safely or you're going to put them into a defensive position with a blocked Airborne Shunpukyaku.

Your overall long-range strategy is to keep a strong offensive screen presence, by applying pressure using Hadokens, ranged anti-air LP Shouoken punishes, and the threat of your Hurricane Kicks and jumping HK advances.

MID-RANGE

At mid-range, Sakura has plenty of strong tools at her disposal and she can dish out a surprisingly large amount of damage from her far-reaching attacks. When employing a footsie game, good use of Hadoken, Focus Attack, neutral jump HK, Flower Kick, and crouching MK are crucial.

Neutral jump HK functions as a deterrent to the opponent's forward advancement. Even characters with a strong poke-based game (such as Fei Long) have trouble dealing with a neutral jumping Sakura. The hitbox on neutral jump HK extends at a far downward angle, similar to her diagonal jumping HK, making it difficult for the enemy to walk under. But you can't simply just jump up and down pressing HK, since opponents can jump and air-to-air you on anticipation. Use neutral jump HK when you need a quick way to halt the opponent and hold your ground.

Beyond crouching MK range, you have several options. Ideally, you want to be able to just walk into range where Sakura is most powerful. But good opponents won't let you do this easily. Instead, you can use your Hadoken at this range as an extension of your pokes to apply chip damage and frame advantage. Against an opponent who's predictably using long-range crouching attack sequences (like Ken's crouching MK into Hadoken), fish out the crouching MK with a charged level 2 Focus and release it on reaction to the absorption to score a crumple punish.

Standing HK may also be used at mid-to-long range, albeit sparingly. Its extensive hitbox reaches well past most other characters' crouching MK and HK attacks, but at the cost of being extremely vulnerable to jumping attacks. It's preferable to use Hadoken in these cases because it leaves you less vulnerable to counter-hits while giving you more advantage on hit or block. As Sakura, you want to use moves that will let you get closer on hit or block, so standing HK isn't as efficient.

When you do get into crouching MK range, you can start winning screen advantage with CR.MK pokes or block strings like CR.MK ▷ ↻ + P and CR.MK ▷ ↺ + MK. Your opponent will start fighting back eventually, so this is when you can outplay them by baiting out and punishing their whiffed long-range pokes with CR.MK ▷ ↯ + HP combos (see Combos III, VI, XI). This should be your goal at mid-range when you have at least two stocks of meter. You'll do massive damage while putting yourself in a great mix-up advantage.

New in *Ultra Street Fighter IV* is Sakura's ability to cancel her standing HP. You can use ST. HP ▷ ↻ + P at closer-than-crouching MK range as a safe hit-check into an FADC combo (see Combo VIII). Unlike CR.MK ▷ ↻ + P, ST. HP ▷ ↻ + P will always combo at max-range.

If you successfully bully the opponent into a defensive posture with your aggressive mid-range attacks, you can start getting in free damage with max-range Flower Kicks. Although your overheads don't do that much damage, it's an effective way to annoy and shake up your opponent's defense.

Sakura doesn't have much to offer in terms of anti-air, but her crouching HP will beat out most jumping attacks at mid-to-close range. At further ranges where crouching HP won't reach, you can use an anticipatory air-to-air attack, such as neutral jump MK or forward jump MP. She lacks an invincible anti-air, so you'll need to be wary of committing to long-recovery moves so you can give yourself sufficient time to react with your normals.

CLOSE RANGE

This is where Sakura shines the most, and it's a simple matter of being unpredictable with her wide array of attack options. Many of her close-range attacks have only 3 frames of startup, making her extremely dangerous to fight back against. Standing LP is one of these attacks; it boasts a whopping +7 advantage on hit and +4 on block. This means Sakura can make an opponent block standing LP, walk forward 1 frame, then standing LP again for a true blockstring. An effective use of this knowledge is to poke with standing LP, walk forward and leave a small window where you have a threat of throwing, and then perform another standing LP. You can repeat this pattern safely until your standing LP no longer reaches. With practice, it's possible to hit-check a standing LP hit linked into a crouching MK combo (see Combo IV).

At point-blank range, you can use Combo I as a starting point for your offense. This will ensure your opponent is blocking low and not trying to backdash or throw you. On hit, it's an easy hit-check confirm leading into Sakura's dangerous vortex game. Keep in mind that you'll generally want to finish your combos with EX Shunpukyaku into Sakura Otoshi, as you'll earn a hard knockdown setup for the cost of only one stock of meter. Use crouching MK into HK Shouoken enders if you're out of range or if you just want to build more meter.

To set up your more destructive combos, you'll need to instill the fear of your throw into your opponent. Mix up your standing LP, crouching LP, and crouching LK initiations with forward throw attempts, especially in the early stages of a round. This will condition your opponent into leaning toward crouch-teching your throws while you're in their face. If you do land a forward throw, you're not only rewarded with the throw's damage, but you're rewarded with an extremely favorable mix-up situation (see Throws section).

Once you've established the threat of how powerful your throws can be, you can start going for your heavy-hitting frame trap sequences. Sakura's close HP is a three-frame fierce attack which can be canceled into LK Shunpukyaku and linked into a high-damage combo (see Combo II). You can even combo a traded close HP hit into a crouching MK combo if you're aware and quick enough to react. This situation is actually quite common, since it's likely that your opponent's close moves are three to four frames as well. Alternatively, you can use close LK Shunpukyaku to serve a similar purpose as your close HP (see Combo IX).

Since Sakura's up-close game is so oppressive, your opponents may be tempted to try to blow through your offense with invincible reversals between your attacks. As with all offensive characters, you'll have to assess the situation as well as you can and mix up your frame trap techniques with "offensive blocking." Bait out your opponent's reversals and punish them as hard as you can, using Combo II.

As Sakura in an up-close and defensive position, you can use your three-frame moves to your advantage. To defend against throws, you can opt to use an input of CR .LP + LK. This will give you a three-frame crouching LK attack and a potential automatic throw escape. On hit, you can easily continue into Combo I. Against dive kick characters, you can use an input of CR. LP + LK + HP ▷ ↻ + P, giving you either a crouching HP (which beats most low dive kicks) into Hadoken or a throw tech. Alternatively, against opponents who tend to go for delayed frame traps, you can just go for a straight up defensive three-frame CL. HP ▷ ↺ + LK. This will beat dive kicks as well as late ground frame trap attempts and give you a heavy combo punish. You also have the option of going for an invulnerable EX Shouoken reversal if you feel you've made a good read against a ground attack or if you have an extra two meters to FADC out of it safely (see Combo X).

VORTEX SETUPS

New in *Ultra Street Fighter IV* is the added delayed wakeup mechanic. This hurts Sakura's game quite a bit, since her game plan is largely dependent on landing hard knockdown combos into inescapable setups. However, these setups are still important to know, forcing your opponent to almost always use delayed wakeups, giving you slightly more time to stage your next mix-up. Listed below are some setups against non-delayed wakeup situations you should use to maximize your damage potential off a knockdown. Generally, if your opponent opts to use delayed wakeup, you can react to the "TECHNICAL" message (which appears on the opponent's side of the screen) and adjust your setup accordingly.

UNBLOCKABLE SETUPS

I. Mid-screen combo into ↺ + K K, ↷ ↷, CR. HK, CR. LK whiff, jump forward HP: Unblockable against Dee Jay, E. Honda, and Fei Long.

This sequence acts as a great ambiguous jump-in setup against most characters. Against the characters listed here, the jumping HP becomes unblockable if timed correctly.

II. In corner; LP + LK, ST. LK whiff, jump forward MK: Unblockable against Cody, Chun-Li, Guy, Ibuki, Yang, and Yun.

Since this is off of a forward throw, this is an excellent setup to an unblockable against the listed characters. A sly tactic to use if you stun an opponent with a highly damage-scaled combo is to forward throw them into an unblockable (or hard-to-block setup), giving you an unscaled and almost-guaranteed follow-up.

AMBIGUOUS SETUPS

I. In corner, LP + LK, ST. LP whiff, jump forward MK

This is an alternative to Unblockable Setup II against most characters. Altering the setup by replacing the ST. LK whiff with a ST. LP whiff will result in your cross-up jumping MK becoming a hard-to-block cross-up, meaning it looks like an obvious corner cross-up attack, but it isn't and must be blocked as if it were coming from the front.

II. Near corner, combo into ↺ + K K, ↻ + HK, P, P, whiff P, ↩ ↩, ↷ ↷, ↷ ↷, jump forward HP

This is another extremely hard-to-block non-cross-up or cross-up against the following characters: Abel, Balrog, Blanka, Cammy, Dan, Dee Jay, Dudley (unblockable), El Fuerte (unblockable), Fei Long, Gouken, Hakan, Hugo, Juri, M. Bison, Oni, Rolento, Rose, Rufus, Sagat, T. Hawk, Yang, Yun, and Zangief.

Use jump forward MK instead of HP to make this into an actual cross-up.

III. Near corner, combo into ↺ + K K, ↻ + HK, P, P, whiff P, ↻ + P (hold until release), then choose either:

Jump forward MK cross-up
Jump forward, CR. LK as an empty jump low attack
↷ + MK for a simple Flower Kick overhead

You can use this setup universally. It's a great way to keep up your pressure and to transition back into your throw and frame trap mix-up game.

Combos

I. CR. LK ▷ CR. LP then either:

Chain into another CR. LP, CR. MK ▷ ↻ + HP
191 damage, 330 stun
Link into CR. HP ▷ ↺ + K K, then finish with either:
↻ + HK, P, P, P
279 damage, 411 stun
↷ ↷, ↺ ↺ + K K K
427 damage, 294 stun
↻ + LP, ↻ ↻ + P P P
343 damage, 324 stun

This will be your standard low-hitting combo. Use the first three hits as your confirmation to finish the combo. On block, you can stop after either the second or third light attack, then walk forward with frame advantage to pressure with ST. LP frame traps or with a forward throw. Perform the first CR. LP with an input of CR. LP + HK as an option select to punish backdashes. Against a backdash, Sakura will execute a CR. HK hard knockdown instead of the chained crouching LK.

II. CL. HP ▷ ↻ + LK, CR. HP ▷ ↻ + LK, ST. LK then cancel into either:

↙ + HP
362 damage, 516 stun
↻ + K K, then finish with either:
↙ + HK, P, P, P
392 damage, 555 stun
→, →, ↻ ↻ + K K K
519 damage, 458 stun
↙ + LP, ↻ ↻ + P P P
483 damage, 486 stun

Sakura's close HP canceled into LK Hurricane Kick is one of the best counter-hit frame traps in the game, with close HP having a startup of three frames and LK Hurricane Kick being +/-0 on block. This combo is easy to hit-check and leads into heavy damage and stun.

III. CR. MK ▷ ↙ + MP (1~3 hits) ▷ FADC forward, CL. HP ▷ ↻ + LK, CR. HP then cancel into either:

↙ + HP
398 damage, 488 stun
↻ + K K, then finish with either:
↙ + HK, P, P, P
428 damage, 527 stun
→, →, ↻ ↻ + K K K
519 damage, 458 stun
↙ + LP, ↻ ↻ + P P P
456 damage, 478 stun

Crouching MK canceled into HP Shouoken is your main mid-range whiff punisher. You can extend the combo with an FADC off of the first hit of your MP or HP Shouoken, leading into her standard LK Shunpukyaku loops. The ability to do over 500 damage off of a whiff punish makes Sakura an extremely dangerous foe at mid-range.

IV. ST. LP, CR. MK ▷ ↙ + HP

209 damage, 310 stun

While a simple combo by Sakura's standards, this is an important one to use because it's performed off of a standing LP hit-check. With practice, you can finish this combo on reaction to any standing LP hit while bullying your opponent with repeated step forward ST.LP at range and up close.

V. Jumping HK, CL. MK ▷ ↻ + LK, CL. HP ▷ ↻ + LK, CR. HP then cancel into either:

↙ + HP
414 damage, 664 stun
↻ + K K, then finish with either:
↙ + HK, P, P, P
433 damage, 685 stun
→, →, ↻ ↻ + K K K
493 damage, 640 stun
↙ + LP, ↻ ↻ + P P P
442 damage, 655 stun

This is an example of an optimal Sakura combo off of a clean jump-in attack. For only the cost of one stock of Super meter, you can do close to 500 damage and over 600 stun. Note that the CL. MK must hit at the closest possible range for you to complete the combo in its entirety.

VI. CR. MK ▷ ↙ + HP (three hits) ▷ ↻ ↻ + K

450 damage, 210 stun

This combo is an alternative to Combo III, doing close to 50% total health damage on most characters at the cost of a Super. Use this combo to mitigate the executional difficulty of Combo III.

VII. Anti-air ↙ + LP, then either:

↙ + MP
30 damage, 85 stun
↻ ↻ + P P P or K K K
279 damage, 50 stun

Use this combo any time you land an anti-air LP Shouoken.

VIII. ST. HP ▷ ↻ + HP ▷ FADC forward, CR. MK ▷ ↙ + HP

329 damage, 495 stun

This combo can be used as either a mid-range whiff punish or as a simple and safe hit-check from range. Standing HP canceled into HP Hadoken can be easily Focus dash-canceled on reaction to a hit.

IX. ↻ + LK, CL. MK ▷ ↻ + LK, CL. HP ▷ ↻ + LK, CR. HP then cancel into either:

↙ + HP
374 damage, 564 stun
↻ + K K, then finish with either:
↙ + HK, P, P, P
393 damage, 585 stun
→, →, ↻ ↻ + K K K
453 damage, 540 stun
↙ + LP, ↻ ↻ + P P P
402 damage, 555 stun

Close LK Hurricane Kick makes up for an excellent frame trap. It's considered airborne on the tenth frame, making it invulnerable to throws, and it will even go over most low attacks.

X. ↙ + P P (five hits) ▷ FADC forward, CL.MK ▷ ↻ + LK, CL. HP ▷ ↻ + LK, CR. HP then cancel into either:

↙ + HP
449 damage, 604 stun
↻ + K K, then finish with either:
↙ + HK, P, P, P
468 damage, 625 stun
→, →, ↻ ↻ + K K K
526 damage, 580 stun
↙ + LP, ↻ ↻ + P P P
477 damage, 595 stun

For the cost of three stocks of meter, you can do a devastating amount of damage off of a defensive (or even offensive) EX Shouoken. EX Shouoken (five hits) into FADC forward dash leaves you at a +6 advantage, giving you plenty of time to link the close MK portion of the combo.

XI. CR. MK ▷ ↙ + HP (three hits) ▷ Lv1 Red Focus crumple ▷ →, →, CL. MK ▷ ↻ + LK, CL. HP ▷ ↻ + LK, ST. LK then cancel into either:

↙ + HP
377 damage damage, 498 stun
↻ + K K, then finish with either:
↙ + HK, P, P, P
388 damage, 516 stun
→, →, ↻ ↻ + K K K
419 damage, 492 stun
↙ + LP, ↻ ↻ + P P P
409 damage, 497 stun

This combo is an alternative for Combo III. It's a whiff punish combo using the Red Focus cancel mechanic. Although it uses more meter than Combo III while doing less damage, it's a bit easier to execute as it removes the 1-frame link requirement of the ↙ + HP ▷ FADC forward dash, CL. HP. You can also go straight into Ultra I or Ultra II after the Red Focus crumple to make the combo even easier while dealing a significant amount of damage.

SETH

First appearance: *Street Fighter IV* (2008)

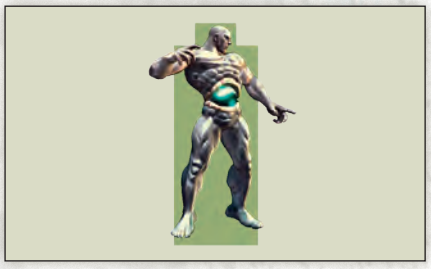


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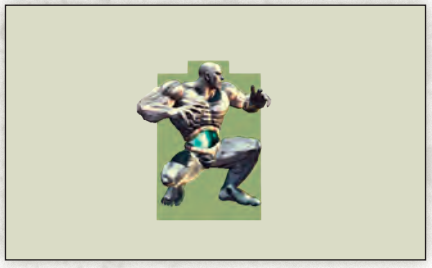
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Vitality	800	E
Stun Threshold	900	D
Forward Walk Distance per Frame	0.025	D
Backward Walk Distance per Frame	0.02	D
Dash Duration in Frames	18	B+
Dash Distance	1.35	A-
Backdash Duration in Frames	8 invincible, 7 airborne, 10 recovery (25 total)	A
Backdash Distance	1.3	A
Pre-jump Frames	4	A
Jump Duration in Frames	36	B
Diagonal Jump Distance	2.27499	A+

W Ultra Damage 75%

Standing



Crouching



Jump Arc



Costume 1



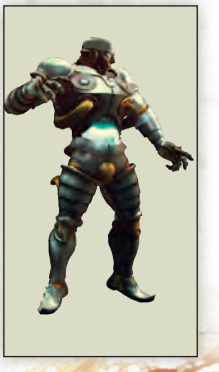
Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	75
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90 (80)
STUN	200 (150)
STARTUP	4
ACTIVE	5
RECOVERY	20
ON HIT	-2
ON BLOCK	-7
CANCEL	SP, SU

NOTES Forces standing, lower damage on active frames 3~5

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	35
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	—

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	12
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 70
STUN	125, 75
STARTUP	7
ACTIVE	2, 2
RECOVERY	16
ON HIT	+5 (+4)
ON BLOCK	+0
CANCEL	SU

NOTES Only cancelable on 1st hit, less advantage against crouching opponent on hit

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	5
ON HIT	+7
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	SU

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	200
STARTUP	13
ACTIVE	3
RECOVERY	30
ON HIT	-5
ON BLOCK	-8
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	8
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	18
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	9
ON HIT	+5
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 30
STUN	100, 100
STARTUP	10
ACTIVE	2 (2) 2
RECOVERY	19
ON HIT	—
ON BLOCK	-3
CANCEL	SP, SU

NOTES Forces standing, 2nd hit puts opponent into free juggle state, soft knockdown

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	50
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	14
ON HIT	-1
ON BLOCK	-5
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	25
ON HIT	—
ON BLOCK	-9
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	200
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility

Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	45
STUN	50
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f then 15~grounded lower body projectile invincibility, 7~15f can move left or right

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	50, 30
STUN	50, 50
STARTUP	4
ACTIVE	2, 3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility, 1st hit puts airborne opponent into free juggle state, 2nd hit puts airborne opponent into limited juggle state, 2nd hit juggle potential 1

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	200
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	45
STUN	50
STARTUP	6
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility

Angled jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	200
STARTUP	6
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility

NORMAL THROWS

Seth's throws aren't too amazing for setting up ambiguous mix-ups, but they are important to his overall gameplay. Forward throw leaves the opponent next to you, giving you an opportunity to go for an up-close setup such as a Spinning Pile Driver or Tanden Engine. Back throw leaves the opponent at a perfect LP Sonic Boom distance so you can either transition to a long-range zoning game or follow up with a FADC setup (see Setup I).

The best part about Seth's normal throws is that they give you an extra option at close range when you're applying Spinning Pile Driver / crouching LK pressure. If the opponent reads your throw attempt and jumps upward, Spinning Pile Driver is very punishable on whiff while a normal throw allows you to recover in time. An opponent will sometimes want to hold ↓ in hopes of punishing your whiffed Spinning Pile Driver or Tanden Engine with a neutral jump attack, but if you go for a normal throw instead, you'll recover in time to punish the jump descent with HP Shoryuken.



Genocide Shot LP + LK

DAMAGE	130
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.920

Death Throw ⟲ + LP + LK

DAMAGE	130
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.920

FOCUS ATTACKS

Seth winds up and then unleashes a shoulder charge reaching past his crouching MK. Simply put, Seth's Focus Attack is one of his best moves and you'll be using it frequently in both your offense and your defense. Since Seth's walk speed is terribly slow, he has a non-existent mid-range footsie game. You'll have to make up for this weakness with Seth's dash and backdash. Fortunately, his dashes are faster than most. This complements his long-ranged Focus Attack well as it gives him command throw opportunities that most grappler characters don't get easily. Like most good Focus Attacks, you can use Seth's Focus Attack to crush your opponent's mid-range attacks or projectiles.

Better yet, you can use Seth's Focus Attack to engage into throw range to force an opponent into uncomfortable up-close "coin flips." Seth is only -2 after a blocked Level 1 Focus Attack ▷ dash, so he can only be punished with 2-frame command throws or Supers. Even then, his dash is so quick that it's hard for the best players to react to it with an appropriate punish. Exploit this fact and go in for a multi-option mix-up of crouching LK, normal throw, EX Spinning Pile Driver, Tanden Engine, or even a frame trap using HP Shoryuken ▷ FADC. Level 2 Focus Attack ▷ dash leaves you at +4, making your follow-up options even stronger.

Seth doesn't have much use for Red Focus cancels, especially since Sonic Boom ▷ FADC allows for enough advantage to link into most of Seth's damaging follow-ups already.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	85
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (-4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	98
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	128
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (-4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	225
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Yosokyaku 1st
During jump, ↑ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	3
ACTIVE	4
RECOVERY	7 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~6f lower body projectile invincibility, puts airborne target in limited juggle state, juggle potential 2

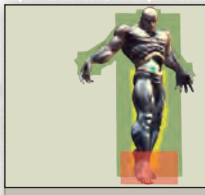
Yosokyaku 2nd
↑ + MK ▷ ↑ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	7 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~7f lower body projectile invincibility, puts airborne target in limited juggle state, juggle potential 3

Yosokyaku 3rd
↑ + MK ▷ ↑ + MK ▷ ↑ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	35
STUN	50
STARTUP	5
ACTIVE	3
RECOVERY	7 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~7f lower body projectile invincibility, puts airborne target in limited juggle state, juggle potential 4

Yosokyaku: This series of aerial attacks borrowed from Chun-Li are better known as "head stomps." Each head stomp delivers a vertical hitbox directly below Seth while causing him to bounce off the opponent on connection. The first two stomps cause normal hitstun while the third stomp causes a hard knockdown.

Head stomps can be used as normal jump-in attacks at close ranges and they all have to be blocked standing. You can cause an automatic "fuzzy guard" if you time your first head stomp to connect low to the ground. After blocking the first head stomp, the opponent's hurtbox will be stuck in a standing position and any subsequent head stomps performed will also have to be blocked high. The second head stomp can be difficult to block if the enemy's natural reaction to blocking a jumping attack is to block crouching immediately after. You can take advantage of this fact by implementing head stomps into your hard knockdown or air recovery setups (see Setup IV).

With its versatile juggle properties, your primary use of the head stomp sequence will be in combos; either from an air-to-air jumping MP, a Shoryuken, or from one of Seth's many ground combos (see Combo Index). Head stomp juggles can always be followed up by a dive kick, putting Seth in a prime position for an air recovery mix-up.

Tenmakujinkyaku
At peak of forward jump ↑ + HK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	–
ON HIT	+10 MAX
ON BLOCK	+5 MAX
CANCEL	–

NOTES Juggle potential 4

Tenmakujinkyaku: Tenmakujinkyaku is Seth's "dive kick" attack. It has a relatively low height restriction and can be performed from a forward jump, wall jump, or off of any head stomp bounce (including neutral jumping and backwards jumping head stomp). Dive kick is an important attack in Seth's arsenal because of its versatility and the air mobility it adds. It can be used in combos, as a frontal attack mix-up, or just as a fast aerial attack to engage on an enemy.

Like most dive kicks, its main drawback is that it puts the enemy into very little hitstun; you'll generally only be able to link it into crouching LP or LK depending on the height of impact. It does hit overhead though, so opponents have to block the dive kick high. Its blockstun is also relatively long, making it mostly unpunishable against most characters. At worst, you're left at about -1 against taller characters like Sagat and Zangief (who can punch with Ultra and Super, but not normal Spinning Pile Driver).

Dive kicks can also be used at long range to bait out anti-airs with its steep change of trajectory. This is especially useful when used from his far-reaching wall jump, adding an extra dimension to his long-range zoning game.

Wall jump
Angled jump near wall, ↷



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	12
ACTIVE	UNTIL GROUND
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Wall Jump: Seth's wall jump is a cue taken from Vega; he propels himself off of a wall into a high-speed jump that covers a long distance. He can jump off of a wall behind him or from a forward jump off of a corner wall. He can even jump off of a wall during his head stomp bounce. While Seth is very immobile on the ground, he makes up for it with his excellent air mobility through use of wall jumps and dive kicks.

Wall jump can be used to jump over full-screen projectiles or as an escape from a corner. Seth's wall jump travels a much shorter distance in *Ultra Street Fighter IV*, so using it to actually punish a full-screen projectile is much more difficult than in previous versions. Against a cornered opponent, wall jump into head stomp will no longer reach. Additionally, Seth can no longer do "infinite" wall jumps; wall jump into head stomp into another wall jump no longer works because of the decrease in distance.

SPECIAL MOVES

Sonic Boom
↓ ↘ → + P





HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	14
ACTIVE	–
RECOVERY	34
ON HIT	-1
ON BLOCK	-5
CANCEL	SU

NOTES –

Sonic Boom: Sonic Boom is Seth's choice of projectile. Although it resembles Guile's Sonic Boom aesthetically, its functionality and properties are much more like Ryu's Hadoken. It doesn't require a charge to perform, but also doesn't quite have the same low recovery that Guile benefits from. All three normal versions have the same properties except travel speed, with LP Sonic Boom being the slowest and HP Sonic Boom the fastest.

Use LP Sonic Boom from long range to put a long-lasting threat on the screen. Use it as cover for your quick forward dashes or to bait out a Focus Attack absorb (which you can then punish with standing HP).

EX Sonic Boom
↓ ↘ → + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	45, 45
STUN	50, 50
STARTUP	14
ACTIVE	–
RECOVERY	45
ON HIT	+1
ON BLOCK	-3
CANCEL	SU

NOTES Only cancelable on 2nd projectile, 2nd projectile starts on 27f



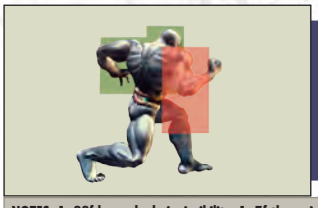


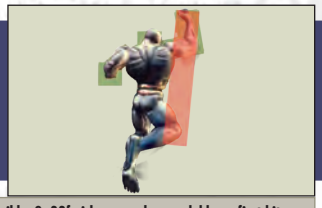
HP Sonic Boom can be used to give your opponents less time to react to your zoning, and it is also the preferred version to use in crouching MK ▷ Sonic Boom strings.

The recovery of Sonic Boom can be Focus Attack dash canceled, enabling potential anti-air traps. For instance, a low-health opponent who can't afford to take chip damage can be baited into a neutral or forward jump by using Sonic Boom ▷ FADC. With your Sonic Boom recovery canceled, you can forward dash and then either meet your opponent in the air with jumping MP or simply punish the jump with HP Shoryuken. While crouching MK ▷ Sonic Boom is a good mid-range attack sequence, the startup of Sonic Boom isn't fast enough to make it a true blockstring. Opponents can input a reversal after your crouching MK and before your Sonic Boom to punish you with an invincible attack.

EX Sonic Boom is two separate projectiles thrown one after the other rather than a two-hit single projectile. This makes it much more vulnerable than your usual EX Hadoken, and it can actually be punished with a jumping attack on reaction. EX Sonic Boom should only be used to beat out single-hit projectiles past jump distance. On block, Seth doesn't gain that much advantage because of its large recovery window.

LP Shoryuken
→ ↓ ↘ + LP





HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 60
STUN	100, 50
STARTUP	5
ACTIVE	2, 16
RECOVERY	11+13 ON GROUND
ON HIT	–
ON BLOCK	-21
CANCEL	SU, SRK 2ND

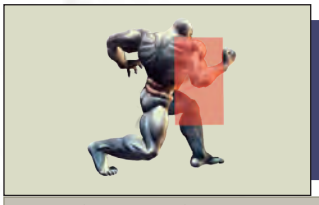
NOTES 1~22f lower body invincibility, 1~7f throw invincible, 8~33f airborne, only cancelable on first hit, both hits put opponent into limited juggle state

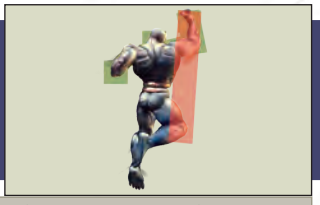
Shoryuken: Seth takes the iconic Shoryuken anti-air and quite literally puts his own spin on it. After the first Shoryuken hit, you can input → ↓ ↘ + P two more times to follow up with two more uppercuts that launch the enemy even higher into the air. Note that since the second and third Shoryuken hits are separate moves, they contribute to damage scaling as such.

LP Shoryuken is only useful in juggle combos for setting up head stomps (see Combo V). It possesses no invulnerability frames so it's easily beat out by most ground and jumping attacks. However, it can be used as high-altitude anti-air which can be followed up by a three head stomp into dive kick combo.

MP and HP Shoryuken both have 5 frames of invincibility on startup, making them the best versions to use as anti-air. HP Shoryuken deals the most damage of the three, but arcs farther out. At closer distances, MP Shoryuken will make for a better anti-air because its follow-up Shoryuken has a better chance of connecting due to its shorter arc distance. As a combo finisher, HP Shoryuken deals a little bit less damage than HK Hyakuretsukyaku, but it does leave you in a better offensive position. HP Shoryuken puts you at an ideal distance to attack a quick-standing opponent with either a frontal dive kick or a forward jump cross-up LK.

In *Ultra Street Fighter IV*, you can no longer Focus Attack dash cancel from the second blocked hit of Seth's Shoryuken. This makes Seth's offense and defense a bit weaker, since you can't confirm your Shoryuken is blocked on reaction to safely FADC out. Additionally, the invulnerability on his Shoryuken has been lowered to be more in line with other anti-air special attacks.

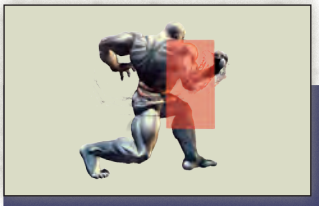


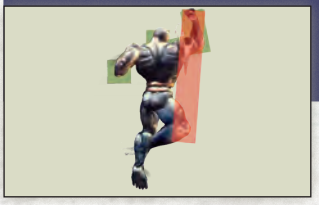


MP Shoryuken ↓↘ + MP

HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 60
STUN	100, 50
STARTUP	5
ACTIVE	2, 16
RECOVERY	21+13 ON GROUND
ON HIT	–
ON BLOCK	-31
CANCEL	SU, SRK 2ND

NOTES 1~5f invincible, 8~22f lower body invincibility, 8~43f airborne, only cancelable on first hit, both hits put opponent in limited juggle state





HP Shoryuken ↓↘ + HP

HITS	2
BLOCK LEVEL	HL
DAMAGE	100, 80
STUN	100, 50
STARTUP	5
ACTIVE	2, 16
RECOVERY	24+13 ON GROUND
ON HIT	–
ON BLOCK	-34
CANCEL	SU, SRK 2ND

NOTES 1~5f invincible, 8~22f lower body invincibility, 8~46f airborne, only cancelable on first hit, both hits put opponent into limited juggle state

Shoryuken 2nd ↓↘ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	25
STARTUP	4
ACTIVE	8
RECOVERY	13 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SRK 3RD

NOTES Juggle potential 1, soft knockdown

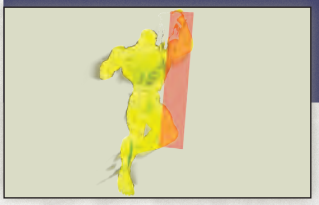
Shoryuken 3rd ↓↘ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	10
STUN	10
STARTUP	4
ACTIVE	8
RECOVERY	13 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Juggle potential 2, soft knockdown

EX Shoryuken still retains all of its power though, as it's still the most invulnerable Shoryuken in the game and it can still be canceled on its second blocked hit. With 22 frames of invincibility and strong combo potential (see Combo VIII), EX Shoryuken is one of Seth's best moves.





EX Shoryuken ↓↘ + P P

HITS	1
BLOCK LEVEL	HL
DAMAGE	100, 50
STUN	100, 50
STARTUP	5
ACTIVE	2, 16
RECOVERY	26+13 ON GROUND
ON HIT	–
ON BLOCK	-34
CANCEL	SU, EX SRK 2ND

NOTES 1~22f invincible, 8~46f airborne, cancelable on both hits, both hits put opponent into limited juggle state

EX Shoryuken 2nd ↓↘ + P

HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	25
STARTUP	4
ACTIVE	8
RECOVERY	13 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	SRK 3RD

NOTES Juggle potential 1, soft knockdown

EX Shoryuken 3rd During EX Shoryuken 2nd

HITS	5
BLOCK LEVEL	HL
DAMAGE	20X5
STUN	10X5
STARTUP	4
ACTIVE	4, 4, 4, 4, 4
RECOVERY	13 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hits 1~5 have sequential juggle potential: 1st hit juggle potential 2, 2nd hit juggle potential 3, etc., soft knockdown



LK Hyakuretsukyaku ←↙ + LK

HITS	1 (17)
BLOCK LEVEL	HL
DAMAGE	10, 4X15, 60
STUN	100
STARTUP	12
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-24
CANCEL	–

NOTES Armor break, puts opponent in limited juggle state, additional strikes if first attack hits, all hits do not increase juggle count

MK Hyakuretsukyaku ←↙ + MK

HITS	1 (17)
BLOCK LEVEL	HL
DAMAGE	10, 4X15, 70
STUN	100
STARTUP	14
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-24
CANCEL	–

NOTES Armor break, puts opponent in limited juggle state, additional strikes if first attack hits, all hits do not increase juggle count

HK Hyakuretsukyaku ←↙ + HK

HITS	1 (17)
BLOCK LEVEL	HL
DAMAGE	20, 4X15, 80
STUN	100
STARTUP	16
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-24
CANCEL	–

NOTES Armor break, puts opponent in limited juggle state, additional strikes if first attack hits, all hits do not increase juggle count

EX Hyakuretsukyaku ←↙ + K K

HITS	1 (17)
BLOCK LEVEL	HL
DAMAGE	20, 4X15, 50
STUN	150
STARTUP	16
ACTIVE	2
RECOVERY	36
ON HIT	–
ON BLOCK	-24
CANCEL	–

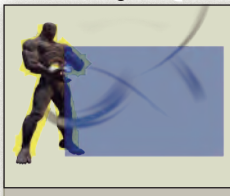
NOTES 1~15 strike invincible, armor break, puts opponent in limited juggle state, additional strikes if first attack hits, all hits do not increase juggle count

Hyakuretsukyaku: Seth's iteration of "Lightning Legs" is much different than Chun Li's. Although it's a kick attack that ends up hitting several times, it's functionally just a 1-hit armor-breaking spin kick. On block, Seth becomes vulnerable and does not follow up with its additional hits.

The normal versions of Lightning Legs are primarily for combos. LK version does the lowest damage and starts up the fastest while the HK version does the most damage and starts the slowest. Which version to use depends on what attack will combo into it. LK Lightning Legs can combo from all attacks, MK Lightning Legs can combo from medium and heavy attacks, and HK Lightning Legs can combo from heavy attacks and close MP. Ideally, you'll use the strongest version possible in your combos.

EX Lightning Legs has strike invincibility, making it an excellent reactionary punish against mid-to-long range projectiles. As with the normal versions, it's highly unsafe on block.

LP Tanden Engine ↻ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	–
STUN	–
STARTUP	21
ACTIVE	24
RECOVERY	25
ON HIT	+23
ON BLOCK	+19
CANCEL	–

NOTES Range 2.5, throw hitbox, 21~68f projectile invincible, cannot cancel a normal move into Tanden Engine, does not count against combo damage scaling

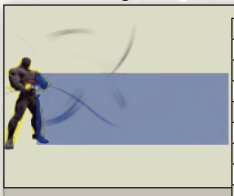
MP Tanden Engine ↻ + MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	–
STUN	–
STARTUP	24
ACTIVE	25
RECOVERY	25
ON HIT	+23
ON BLOCK	+19
CANCEL	–

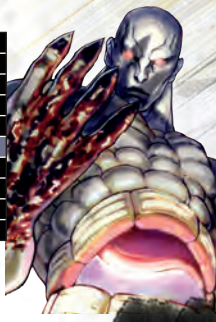
NOTES Range 3.5, throw hitbox, 24~72f projectile invincible, cannot cancel a normal move into Tanden Engine, does not count against combo damage scaling

HP Tanden Engine ↻ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	–
STUN	–
STARTUP	26
ACTIVE	25
RECOVERY	25
ON HIT	+23
ON BLOCK	+19
CANCEL	–

NOTES Range 4.5, throw hitbox, 26~74f projectile invincible, cannot cancel a normal move into Tanden Engine, does not count against combo damage scaling



Tanden Engine: Tanden Engine and its mechanics are unique to Seth. While his Tanden Engine is active, Seth "sucks" the opponent towards him. On hit, the opponent is pulled into Seth while being in a vulnerable state similar to a comboable command throw. On block, the opponent will be pulled in while being locked in blockstun. Seth's frame advantage from use of Tanden Engine depends on the opposing character's distance from him. The further the opponent is when Tanden Engine connects, the less frame advantage Seth will have. This applies to both on hit and on block.

At close range, Seth can combo attacks on an opponent hit by Tanden Engine (see Combo V). Crouching LK from a close-ranged blocked Tanden Engine can potentially be a true blockstring. This means opponents trying to backdash or jump out of its blockstun can be hit by low attacks. This makes Tanden Engine very useful in setting up a normal throw, Spinning Pile Driver, or low attack combo.

EX Tanden Engine ↻ + P P



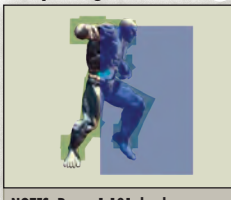
HITS	1
BLOCK LEVEL	HL
DAMAGE	–
STUN	–
STARTUP	23
ACTIVE	24
RECOVERY	25
ON HIT	+23
ON BLOCK	+19
CANCEL	–

NOTES Range 3.5, strike hurtbox, 23~70f projectile invincible, normal moves are cancelable into EX Tanden Engine, does not count against combo damage scaling, re-stands airborne opponent, armor break, full juggle potential

While Tanden Engine isn't a traditional attack, it does behave as one in terms of trip guard. If an opponent performs a jumping attack and lands on Tanden Engine's invisible attack frames, it will count as a hit and the opponent will get sucked in for a free combo. This is especially useful for your long-range zoning game at distances which you can't punish a jump-in with Shoryuken. Tanden Engine can also be used as a counter to defensive backdashing techniques. A common response to a grappler's strategy is to just backdash away on wakeup. If you can read your opponent's intent to backdash, use a meaty Tanden Engine to "grab" them for a combo.

LP Tanden Engine has the shortest range with the shortest startup time while HP Tanden Engine has the longest range and longest startup time. During its active frames, Tanden Engine has projectile invulnerability. EX Tanden Engine costs two stocks of meter instead of one. With its high cost, you get a Tanden Engine that has full juggle potential (see Combo VIII) and is cancelable from normal moves. (Older versions of Seth could cancel into normal versions of Tanden Engine from normals; for *USFIV* Seth, this can only be done with the EX version.) You can use EX Tanden Engine to catch an opponent you've hit with a high-altitude LP Shoryuken, an air-to-air jumping MP, a crouching HP, or an EX Shoryuken. You typically won't spend two bars to do this though as your meter will, in most cases, be better spent on FADC combos.

LP Spinning Piledriver ↻ + LP



HITS	2
BLOCK LEVEL	–
DAMAGE	30, 100
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	49
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.181, hard knockdown

MP Spinning Piledriver ↻ + MP



HITS	2
BLOCK LEVEL	–
DAMAGE	30, 110
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	53
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.081, hard knockdown

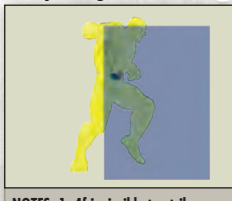
HP Spinning Piledriver ↻ + HP



HITS	2
BLOCK LEVEL	–
DAMAGE	30, 120
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	56
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 0.981, hard knockdown

EX Spinning Piledriver ↻ + P P



HITS	2
BLOCK LEVEL	–
DAMAGE	50, 120
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	49
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f invincible to strikes, range 1.131, hard knockdown

Spinning Pile Driver: Seth's version of Zangief's patented command throw consists of a gut punch that launches the opponent into the air followed by a teleport and a pile driver into the ground. Spinning Pile Driver is what makes Seth such a fierce threat at close range. Characters with long-range command throws usually have problems with mobility, a weakness Seth doesn't share.

Like Zangief's Spinning Pile Driver, the three normal versions vary in range and damage. LP Spinning Pile Driver reaches about crouching LK distance and HP Spinning Pile Driver will grab opponents slightly past his normal throw range. While his Spinning Pile Driver is 1 frame slower than Zangief's, it's still a relatively fast command throw clocking in at 3 frames of startup. It will beat out most light attacks and can punish moves with at least 3 frames of recovery.

Although Spinning Pile Driver should be used sparingly, the threat of its range and follow-ups will give you an advantage in your offense, more often than not. Opponents will oftentimes be caught trying to jump or backdash out of your crouching LK block strings just because of the range you can grab from. When you've conditioned the enemy into staying grounded, you can start going for your command throws. With Seth's air mobility and quick ground dashes, you can easily get into range for a Spinning Pile Driver, or at least the threat of one. Seth's Spinning Pile Driver does significantly less damage than Zangief's, but it does give you more advantage. Seth can easily get into range for a mix-up on the downed opponent (see Setup II).

EX Spinning Pile Driver is invulnerable for 4 frames, making it a nice complementary reversal to HP Shoryuken. Seth has the unique ability of being able to put an opponent into a coin flip situation on defense; if the attacking opponent tries to bait out a reversal Shoryuken by blocking, you can instead use EX Spinning Pile Driver to catch the aggressor by surprise.

Yoga Teleport: Seth's Yoga Teleport is used the same way as Dhalsim's. It can either be used offensively (see Setup I, Setup III, and Setup V) or defensively as an escape. Like Dhalsim's, Seth's teleport is invincible on startup and vulnerable when he reappears.

← + P P P teleports Seth directly behind the opponent; ← + K K K teleports him directly in front of his opponent; → + P P P teleports Seth back a set distance; and → + K K K will teleport Seth back to the corner of his side of the screen.

P Yoga Teleport ← or → + P P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	48
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~31f invincibility, teleport takes place on 18f

K Yoga Teleport ← or → + K K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	48
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~31f invincibility, teleport takes place on 18f

An interesting difference in Seth's teleport, compared to Dhalsim's, is that his location of reappearance is determined after he disappears rather than at the teleport's startup. This means that if an opponent crosses him up while he's phased out, his teleport will take the opponent's new position into account. To clarify, if you input → + K K K just before an opponent crosses you up, you will actually teleport forward to the other side of the screen instead of behind the opponent (as Dhalsim would have). The upshot is that you always want to use → + K K K to escape against jumping attacks.

SUPER & ULTRA COMBOS

LP Tanden Storm ↓ ↓ + LP



HITS	22
BLOCK LEVEL	HL
DAMAGE	21 X10, 120
STUN	0
STARTUP	1+5
ACTIVE	80
RECOVERY	80
ON HIT	–
ON BLOCK	-50

NOTES 1~7f invincible, hard knockdown, vacuum hit counts as a strike, orb hit counts as a projectile, full juggle potential

MP Tanden Storm ↓ ↓ + MP



HITS	22
BLOCK LEVEL	HL
DAMAGE	21 X10, 120
STUN	0
STARTUP	1+10
ACTIVE	80
RECOVERY	80
ON HIT	–
ON BLOCK	-50

NOTES 1~7f invincible, hard knockdown, vacuum hit counts as a strike, orb hit counts as a projectile, full juggle potential

HP Tanden Storm ↓ ↓ + HP

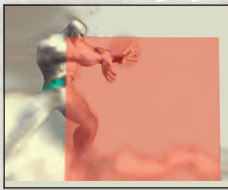


HITS	22
BLOCK LEVEL	HL
DAMAGE	21 X10, 120
STUN	0
STARTUP	1+15
ACTIVE	80
RECOVERY	80
ON HIT	–
ON BLOCK	-50

NOTES 1~7f invincible, hard knockdown, vacuum hit counts as a strike, orb hit counts as a projectile, full juggle potential

Super Combo: Tanden Storm: Seth pulls in his opponents with his Tanden Engine while summoning a multi-hitting projectile. Tanden Storm's vacuum range varies with punch button. LP Tanden Storm starts up quickly but has a smaller pull range while HP Tanden Storm starts up slowly while having a large vacuum range. The projectile that Seth unleashes has full juggle potential, so Tanden Storm can be used in virtually any juggle combo. However, for a whole Super Gauge, Tanden Storm lacks in the damage department. It should only be used in certain situations, like to punish a projectile on reaction or to deal the remaining chip damage on an opponent (such as with a block string of HP Shoryuken ▷ Tanden Storm). Your meter will usually be better spent on FADC opportunities and EX moves.

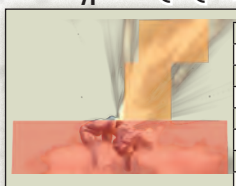
Tanden Stream ↓ ↓ + P P P



HITS	20
BLOCK LEVEL	HL
DAMAGE	8 X19, 188
STUN	0
STARTUP	0+10
ACTIVE	12
RECOVERY	34
ON HIT	–
ON BLOCK	-25

NOTES 1~24 invincible, hard knockdown, armor break, goes into cinematic on hit

Tanden Typhoon ↓ ↓ + P P P



HITS	14
BLOCK LEVEL	HL
DAMAGE	24 X13, 60
STUN	0
STARTUP	0+10
ACTIVE	80
RECOVERY	103
ON HIT	–
ON BLOCK	-71

NOTES 1~11f invincible, 12~90f projectile invincible, armor break, hard knockdown, vacuum hit counts as a strike, tornado counts as a projectile, hits 2~14 have sequential juggle potential: 2nd hit juggle potential 1, 3rd hit juggle potential 2, etc.

Interestingly, you can perform a delayed Tanden Storm while one of your Sonic Booms is still on screen. This means you can set up a trap from full screen with LP Sonic Boom, then follow it up with Tanden Storm once you see the opponent Focus absorb or jump.

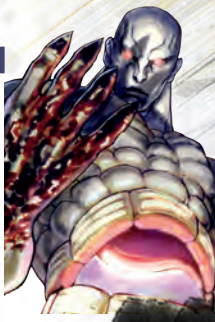
UCI: Tanden Stream: Tanden Stream is a full-screen, one-hit Ultra that goes into a cinematic upon connecting. It has plenty of invincibility so it can be used as a ground reversal, an anti-air, and a projectile counter. On block, it's relatively safe because of the pushback it provides; but like most projectile Ultras, opponents can just jump over it for a heavy punish. Tanden Stream has no juggle properties but it can be used to follow up the free juggle state of a crouching HP attack. With its speed and range, Ultra I is a reliable way to punish blocked moves that land at a distance (such as Blanka's Rolling Attack and Dhalsim's backwards-jumping HP).

UCII: Tanden Typhoon: Tanden Typhoon is an anti-air tornado Ultra that also vacuums in nearby opponents. This Ultra can be used in extensive juggle combos (see Combo VII) and as an effective anti-air. The invincibility provided paired with its upward angle makes it excellent for punishing any kind of aerial attack. While it's invulnerable to projectile for most of its duration, Tanden Typhoon isn't very useful for actually punishing and countering projectiles. With 11 frames of invincibility and its vacuum effect, Tanden Typhoon can be used to deal remaining chip damage on an opponent without access to highly-invincible special moves (an opponent without meter for Ultra or EX moves, for instance).

Recommended Ultra Choice: Matchup Dependent

Picking Ultra Combo Double can be a safe bet against most characters. Since both of Seth's Ultras do little damage, the utility they both provide can outweigh the damage scaling; having access to an anti-air Ultra as well as an anti-projectile Ultra opens up a lot of Seth's options. If you're going into a matchup where you think you'll be landing combos in the corner, go with Ultra II. If you need a long-ranged attack to punish an otherwise unpunishable move, pick Ultra I.

Overview



PROS:

- He's extremely versatile; can be both a grappler and a full-screen annoyance
- Has many combos that end in difficult-to-block air recovery mix-ups which can easily result in a stunned opponent
- Highly mobile in the air and can engage his opponents with dive kicks and wall jumps
- With so many reversal and escape options, Seth can be a difficult character to attack safely

CONS:

- Has the lowest vitality in the game; a couple of mistakes can cost him a round
- Lacks a good footsie game because of his awfully slow walk speed; he relies on dashing and jumping to move around
- His play style can be considered "all-in"; he has to take risks with Spinning Pile Driver, Tanden Engine, and Shoryuken mix-ups; all of which are extremely punishable on whiff

Seth is a unique character with a versatile play style. He has strong options at full screen but is extremely threatening at close range. Most of Seth's strength is in his Spinning Pile Driver threat up close. Once he gets into range and finds an opening, he can capitalize on it with his barrage of mix-ups.

Your objective playing Seth is to use his zoning tools as a means to find an opening to get into close range. Achieve this by:

- Using his Sonic Boom and standing HP at long range to force out mistakes from the enemy
- Engaging from mid-to-long range with well-placed dive kicks or wall jump HK attacks
- Intelligently using Focus Attacks and standing MK at mid-range to deter opponents from playing a footsie game
- Taking opportunities to use his quick forward dash to get close to overly-defensive opponents

SETH'S TUNING HISTORY

Street Fighter IV* to *Super Street Fighter IV

CHANGE	EFFECT
Ultra II added	—
Jumping LP damage increased from 45 to 50	—
Jumping MP damage reduced from 85 to 80, startup increased from 5 frames to 6	—
Forward moving jump HP damage increased from 50 to 80, stun reduced from 200 to 100, startup increased from 6 frames to 9	Less likely to stun though causes higher damage, slower to come out
Neutral and backward jump HP stun reduced from 200 to 100, startup reduced from 5 frames to 4, active frames reduced from 3 to 2	Less likely to stun opponent
Jumping ↑ + MK active frames reduced from active until landing to 3 for 1st, 4 for 2nd, and 5 for 3rd hit	Attacks no longer stay active for duration of jump
Jumping ↑ + HK startup increased from 6 frames to 12	Increased delay makes anti-air attacks lose invincibility before Seth reaches his opponent
Super damage increased from 350 to 360	—
Ultra I can no longer be activated with another projectile on the screen	Can no longer set a trap by throwing a Sonic Boom then seeing if opponent jumps or Focuses before using Ultra as a punish



Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

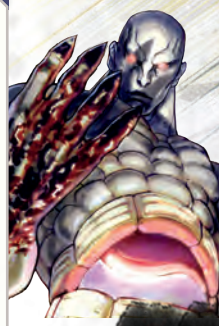
CHANGE	EFFECT
Vitality increased from 750 to 800	—
Stun increased from 750 to 900	—
CL. MP startup reduced from 7 frames to 5, advantage on block increased from 0 to +2, advantage on hit increased from +3 to +5	Less likely to be beaten by fast attacks or throws
CR. MK active frames increased from 2 to 3, advantage on block reduced from -4 to -5, advantage on hit reduced from 0 to -1	Slightly less safe on hit and block
Jumping ↑ + MK 2nd hit active frames reduced from 4 to 3	More difficult to land in combos
Jumping ↑ + MK 3rd hit active frames reduced from 5 to 3	More difficult to land in combos
LK Hyakuretsukyaku damage increased from 10, 100 to 10, 110	—
MK Hyakuretsukyaku damage increased from 10, 100 to 10, 120	—
HK Hyakuretsukyaku damage increased from 10, 100 to 20, 130	—
Sonic Boom recovery reduced from 35 frames to 34, advantage on block changed from -6 to -5, advantage on hit changed from -2 to -1	Slightly safer
Super damage reduced from 360 to 320	—
Ultra I invincibility reduced from frames 1~23 to 1~12	Can now trade or be beaten by some attacks
Ultra II hitboxes changed	Easier to get additional hits during juggle combo

Arcade Edition to 2012 Update

CHANGE	EFFECT
Jumping MK lower body projectile invincible until ground	More useful to maneuver around projectiles
Jumping HP active frames increased from 2 to 4	Requires less precision when used as air to air
LP, MP, HP Shoryuken 2nd hit FADC forward advantage on block reduced from -1 to -3	Shoryuken FADC forward less safe on block
Ultra I makes Seth completely invincible on hit, now does full damage when used in a combo after CR. HP, damage reduced from 380 to 340	No longer trades with projectiles

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Wall Jump distance travelled reduced	Harder to escape from corner
ST. HP advantage on hit changed from -11 to -5, advantage on block changed from -15 to -8	Much safer from long range
CR. MP advantage on block increased from -1 to +1, advantage on hit increased from +3 to +5	Can now combo into itself on hit for high damage combos
Diagonal jumping MK hitbox expanded	Now works as a cross-up
Diagonal jumping HK hitbox reduced	No longer a cross-up
Jumping ↑ + MK all hits active frames increased from 3 to 4, hitbox increased downward	Easier to use in combos
Jumping ↑ + HK hurtbox expanded, 1 frame of hitstun added	Less likely to beat anti-air attempts, slightly easier to link upon landing
LK Hyakuretsukyaku damage increased from 120 to 130	—
MK Hyakuretsukyaku damage increased from 140 to 150, stun reduced from 150 to 100, hitstun increased by 1 frame	—
HK Hyakuretsukyaku damage increased from 150 to 160, stun reduced from 200 to 100	—
EX Hyakuretsukyaku damage increased from 120 to 130	—
All versions of Spinning Pile Driver stun reduced from 200 to 150	—
LP, MP, HP Shoryuken 1st hit ▷ FADC forward now advantage on block reduced from -1 to -5, 2nd hit can no longer be Focus canceled on block	Can no longer hit confirm and then FADC
MP, HP Shoryuken invincibility reduced from frames 1~7 to 1~5	Less likely to beat other invincible attacks when used around the same time, less effective as anti-air
LP, MP, HP Tanden Engine can no longer be canceled from a normal attack	—
Ultra I recovery reduced from 66 frames to 55, pushback on block reduced	—
Ultra II now easier to land all hits on airborne opponent, advantage on block changed from -89 to -70	Still able to be hit with level 3 Focus, not much safer on block



LONG RANGE

Since Seth has low health, your overall goal should be to minimize risk while capitalizing on an opponent's mistakes. The best way to do this is by utilizing Seth's safe zoning game; inevitably setting up a trap or a favorable position for you to start your overwhelming offense. Seth isn't a conventional full-screen zoning character. He does have a Sonic Boom and Shoryuken, but he lacks walk speed. This is important because his main mobility options require him to move predictable lengths rather than from fluid ground coverage; dashes and jumps are set lengths and always travel the same distance. This means it's more important that you're decisive with your Sonic Booms and its follow-ups. You can't throw out a projectile and inch forward. You're either going to dash to gain ground, stick out a standing HP to deter the opponent's advancement, or throw out another Sonic Boom to further frustrate the enemy.

Generally, you want to use Seth's zoning tools to set up grapple or Tanden Engine opportunities. Unlike Dhalsim, Seth can't deal damage from simply using long-range anti-air attacks against opponents jumping over full-screen projectiles. You'll have to either trip-guard the enemy with LP Tanden Engine or with standing HP. If you have Ultra I loaded, you can use it as a full screen anti-air. The best way to think of Seth's approach is that of an immobile grappler who happens to have a Sonic Boom. Lure your opponents out into mid-range so you can use one of your many mid-range options to open up their defense.

Against other projectile-based characters, Seth has a slight edge with his standing HP and wall jump tactics. If your opponent replies to your initial Sonic Boom with their own projectile, you can punish your opponent's projectile recovery with standing HP. Characters like Ryu and Ken don't want to stay at long range against Seth longer than they have to because of the threat of wall jump and quick forward jumps. They'll want to inch toward you; use this to your advantage and throw out standing HP to force them to give up ground. If the enemy becomes impatient and starts to jump toward you, you can quickly get into jump distance range by using your forward dash and then anti-airing with HP Shoryuken or forward jumping MP. If you can make a good projectile read, you can go for a forward jumping dive kick or a wall jump into jumping HK.

Against opponents with low mobility options (like grapplers and charge characters), your long-range zoning game is more effective and you're almost always at an advantage. Use Sonic Booms liberally and aggressively while keeping a mental log of how the enemy is reacting. Always consider that the enemy may resort to desperate attacks. Since you have the lowest health in the game, sometimes it's worth it for heavy-hitter characters to take calculated risks against you; they don't need to make as many correct decisions as you do. Bait out jumping attacks and anti-projectile special moves by using Sonic Boom fakes such as whiffed standing LP or standing LK. Don't be afraid to be aggressive if your opponent does get into your mid-range; being decisive with your offense is vital.

If you're up against a character with good air mobility options, your long-range zoning won't be as valuable. Characters like Adon, Yang, and Yun will be able to get through your Sonic Booms easily, rendering your projectiles almost useless. Against these types of enemies, you'll have to be even more active. It's best to engage these characters rather than let them walk you to the corner. Due to the nature of his rigid movement, Seth doesn't excel at holding ground. He's easily cornered if he's hesitant at full screen, so go for any opportunity you can to attack these opponents. If you can land an air-to-air jumping MP into Combo IX, keep up your momentum with your mix-ups and try to win the round as convincingly as you can. Your offense is much more valuable than your defense in these situations.

MID-RANGE

Seth's mid-range strength differs from other characters. Because of his slow walk speed, he can't play footsies in the traditional sense. Rather, his mid-range is much more explosive. You can either go in, or not. You don't want to wait for the opponent to outplay you; you want to decisively and quickly get into close range when given the chance.

Any time you get an opponent to block Tanden Engine, you have initiative. Max-range blocked LP Tanden Engine puts you into HP Spinning Pile Driver range, which you can use to beat out most close normal moves your opponent might use. But like any grappler, it comes with an inherit risk. You'll have to make good reads in these situations and punish opponents accordingly. If you think your opponent is going to jump out or backdash after your Tanden Engine vacuum, go for crouching LK into Combo I instead. At close ranges, LP Tanden Engine will give you extra frame advantage, allowing you to create a true blockstun combo with a follow-up crouching LK. This is important as it adds another mix-up layer to your attack sequence at close range. If they're mashing on backdash to escape, they're not blocking down-back during this true blockstring.

At mid-range, Focus Attacks will be one of your best options. Learn to use Focus Attack to make up for your lack of walk speed. Absorb projectiles and ranged crouching attacks, then either follow up with a Level 2 release or with forward dash into a combo or Spinning Pile Driver. Landing a Focus Attack crumple into a combo (see Combo V) can lead into devastating mix-ups that potentially win the round. Don't be afraid to dash in after a Level 1 Focus Attack if you have to; Seth is at -2, which is generally safe. You can follow up your Level 1 Focus Attack ▷ forward dash with HP Shoryuken ▷ FADC forward or with EX Spinning Pile Driver. While your over-aggressiveness might seem reckless, it's usually the most efficient way to play an explosive low-health grappler.

Seth has strong tools against mid-range projectile-based characters. On reaction, you can use EX Lightning Legs to punish projectiles from mid-to-long range. Alternatively, you can use forward jump dive kick to attack from jump distance. Your low-altitude dive kicks can be difficult to anti-air properly, giving you a way into close range. At closer ranges, you can get in with a well-placed forward jumping cross-up MK.

If you have a large life lead and want to stall from mid-range without committing too heavily, you can use neutral jump HK to deter an enemy from advancing. For a heavy attack with a big hitbox, it has a long active window, making it difficult for enemies to get through. You can also use deterring pokes like standing MK and standing HK. These have excellent hitboxes for beating out low pokes and will keep approaching opponents at bay. Standing MK also sports low recovery, so you can recover in time to use HP Shoryuken anti-air against an impatient opponent. Don't be afraid to quickly back out of mid-range if you feel pressured. You can either use ↩ + K K K to teleport to full screen or you can use your fast backdashes to create distance. Seth has a wall jump, so it's not the end of the world if he gets cornered. Wall jump into a head stomp bounce can be an effective and elusive way to get away from the corner.

CLOSE RANGE

Up close is where Seth becomes an absolute monster. This is where you should think mostly like a grappler instead of a zoning-based fighter. Being next to an opponent is essentially a mix-up in itself. You have the threat of a low attack (Combo I), an untechable command throw, a normal throw, an invincible Shoryuken, and an anti-backdash vacuum (Tanden Engine). Ideally, you are getting into close range from Tanden Engine, blocked Level 2 Focus Attack ▷ forward dash, or cross-up jumping MK.

The safest option when you're in the opponent's face is naturally your fast crouching light attack strings (Combo I). Use these attacks to keep opponents in check, keeping them grounded. You can vary the timing of your chained crouching LK attacks to gauge how impatient the opponent is. For instance, a sequence of three crouching LK attacks can be used as a test; if your opponent stands at all during your block string, then you can attribute that to a fear of being thrown by Spinning Pile Driver. If the opponent sits there and blocks it all, you can categorize them as being more cautious than impatient.

Your next step can be to either just go for LP Spinning Pile Driver the next time you put them into an up-close situation or, if you want to be on the safe side, go for a normal throw. Normal throws are very effective as Seth because opponents will be more focused on trying to jump out of your command throw rather than teching your normal throws. If the opponent neutral jumps on your forward throw attempt, you will recover in time to execute an anti-air HP Shoryuken.

If you can make a hard read on a backdash, you can use a preemptive LP Tanden Engine to punish and combo the enemy. This should only be used if you've conditioned your opponent well. Tanden Engine is extremely unsafe against anything but a backdash or block. However, a successful Tanden Engine hit rewards you with massive damage potential (see Combo IV and Combo VIII).

When you have Super Gauge to spare, you can start opening up your options with EX Spinning Pile Driver and HP Shoryuken ▷ FADC reads. These are invincible attacks that lead into a favorable setup on hit; either a hard knockdown setup from your Spinning Pile Driver or an air recovery mix-up off of HP Shoryuken ▷ FADC forward into a head stomp juggle combo.

Keep in mind that every response to one of your up-close options can be explicitly countered. If your opponent opts to go for normal throw techs, they would've been grabbed by Spinning Pile Driver or hit by a Shoryuken. Because of your potential follow-up damage from mix-ups, it's always a guess that's favorable for you when you're in the opponent's face.

Defensively, Seth can be frustrating to open up. Just like his up-close offense, he has many options that crush the opponent's attacks. You can choose between EX Spinning Pile Driver, HP Shoryuken ▷ FADC backdash, backwards teleport, or simply blocking with an option select tech. His crouching LK has a startup of 4 frames and is easily hit-checked into a combo, so use an input of CR.LP + LK to safely tech normal throws.

Seth's height can cause him some issues while playing defense. Like Sagat, he has to block some jump-in attacks early, leaving him at a great disadvantage. To mitigate this, use a crouching HP Shoryuken input of ↶ ↑ ↶ + HP. This will keep Seth's hurtbox crouching while still allowing you to perform a Shoryuken anti-air. Against certain cross-up attacks that arc above your head (such as Akuma's forward jumping cross-up hurricane kick) use close HP instead of HP Shoryuken to reach areas directly above Seth.



SETUPS

I. Mid-screen, ← + LP + LK, ↓ + LP ▷ FADC forward, ↙ + P P P, CR. LP into Combo IV

Depending on when you input your teleport after FADC forward dash, you can either create a cross-up or frontal Sonic Boom hit. Slightly delay your teleport to create a frontal hit, or execute your teleport immediately after your forward dash to create a cross-up.

II. Mid-screen, ⟲ + P, → →, walk forward, forward jump then either:

Cross-up MK

Your standard cross-up MK attack. You may have to walk forward for a whole second to get this to cross-up because of Seth's slow walk speed.

↑ + HK

Jump at an arc that looks like you'll cross-up to deceptively connect a frontal dive kick against opponents holding →.

III. Mid-screen, ← + K, ↓ + LP ▷ FADC forward, ↙ + P P P, CR. LP into Combo IV

After a combo ending with Lightning Legs, you can go for a follow-up similar to Setup I by using LP Sonic Boom ▷ FADC forward into forward teleport. Like Setup I, vary your teleport timing to have your Sonic Boom hit frontal or as a cross-up.

IV. Cornered opponent, ← + K, ↷, ↑ + MK, ↑ + MK, ↑ + MK, ↑ + HK, ↷~ ↑ + MK, then either:

Cross-up jumping MK into combo

After the instant head stomp overhead, Seth will bounce forward allowing you to go for a cross-up MK into a combo. You can add more layers to this mix-up by going for a cross-up LK tick into Spinning Pile Driver or throw.

↑ + + MK ▷ ↑ + + MK

Instead of going for cross-up MK after the head stomp bounce, you can go for two more overheads in succession. Since it's natural to block low after a jumping attack, your third head stomp can hit an opponent expecting a low attack after the second head stomp.

V. ↓ ↓ + P P P, slight delay, ↓ + LP, ↙ + P P P

Ultra I gives you a free (no FADC required) cross-up Sonic Boom mix-up. Wait a split second after Ultra I and then simply throw a Sonic Boom followed by forward teleport. Like the other cross-up Sonic Boom setups, time your teleport later to keep it a frontal attack and early to make it a cross-up.

Combos

I. CR. LK ▷ CR. LK ▷ CR. LP, CR. MP ▷ ← + MK

184 damage, 270 stun

This is your basic up-close, low-hitting, bread-and-butter combo. While it looks basic and underwhelming in terms of damage, it's important because of its multiple crouching LK low attacks. As a semi-grappler character, having chaining lows into a knockdown combo is a powerful asset.

II. Forward jump, ↑ + HK, CR. LP, CR. MP ▷ ← + MK

221 damage, 300 stun

Although you'll hit with a lot of low dive kicks as Seth, you won't have much frame advantage afterwards. Your fastest attack is 4-frame crouching LP, so it's usually best to immediately go into this combo upon landing.

III. Forward jumping cross-up MK, CR. MP, CR. MP ▷ ← + MK

261 damage, 350 stun

Use this attack sequence after a cross-up MK as an easy hit-check link. In *Ultra Street Fighter IV*, crouching MP was changed to be +5 on hit up from +3, so Seth can now link another crouching MP for extra damage. Alternatively, you can go into Combo IV if you're close enough after your cross-up MK.

IV. CR. LP, CL. HP then cancel into either:

↙ + HP, ↙ + P, ↙ + P
224 damage, 354 stun
← ▷ HK
250 damage, 370 stun
↓ + HP ▷ FADC forward, CL. HP ▷ ← + HK
326 damage, 520 stun

Much of Seth's damage comes from his FADC combo extensions. In this combo, you can use CR. LP, CL. HP ▷ ↓ + P for a hit-check into your FADC combo finisher. Otherwise, you can either choose an ender of HP Shoryuken or HK Lightning Legs. HP Shoryuken will leave you at a better position for up-close aggression while HK Lightning Legs sets you up for Sonic Boom pressure.

V. Level 2 Focus Attack crumple, ↷ ↷, ⟲ + LP, then either:

2-hit CR. HP ▷ ↘ + LP, then finish with:
↶, ↑ + MK, ↑ + MK, ↑ + MK, ↑ + HK
290 damage, 485 stun
⟲ ⟲ + P P P
387 damage, 380 stun
CL. MP, CL. HP ▷ ⟲ + HK
313 damage, 460 stun

With Seth's Focus Attack being a large part of his game, you'll be connecting with a lot of Level 2 Focus crumples. Follow up with these optimal combos to maximize your damage or to set up for an ambiguous air recovery mix-up.

Against certain standing characters with wide hurtboxes (such as Rufus, Sagat, and Zangief), close MP will push the enemy too far for HP input to register as a close attack. Use CR. MP, CL. HP instead.

VI. CR. MK ▷ ⟳ + HP ▷ FADC forward, CL. HP ▷ ⟲ + HK

297 damage, 415 stun

At close-to-mid range, you can use this as a hit-check leading into a moderately-damaging FADC on hit confirm. This attack string is useful against opponents who have been conditioned to jump out of your Spinning Pile Driver setups; for instance, after a crouching LK ▷ crouching LP string.

VII. Near corner, forward jumping HK, CL. HP ▷ ⟳ + P ▷ FADC forward, CL. HP ▷ ⟲ + HK, then finish with either:

↶, ↑ + MK, ↑ + MK, ↑ + MK, ↑ + HK
456 damage, 750 stun
⟲ ⟲ + P P P
539 damage, 670 stun

This combo showcases Seth's massive damage output off clean jump-in attacks and corner juggles; dealing over 450 points of damage with an air recovery mix-up follow-up can easily end a round.

VIII. CR. MP, CL. HP ▷ ↘ + P P, ↘ + P, ↘ + P, ⟲ + P P, then finish with either:

2-hit CR. HP ▷ ↘ + LP, then finish with:
↶, ↑ + MK, ↑ + MK, ↑ + MK, ↑ + HK
416 damage, 608 stun
⟲ ⟲ + P P P
457 damage, 568 stun
CL. MP, CL. HP ▷ ⟲ + HK
430 damage, 597 stun

For three stocks of Super Gauge, you can deal over 400 points of damage using EX Shoryuken into EX Tanden Engine juggle if you find an opportunity (such as off a clean jump-in attack or as a punish to a whiffed reversal).

Note that the amount of hits you can get from EX Shoryuken is 7 in total, but can vary depending on the opposing character's hurtbox. The best way to maximize your EX Shoryuken hits is to execute the 2nd portion of EX Shoryuken as late as possible; input ↘ + P P, then after a slight delay, input ↘ + P, ↘ + P. This will also ensure the 3rd Shoryuken input will launch the enemy high enough for EX Tanden Engine to juggle.

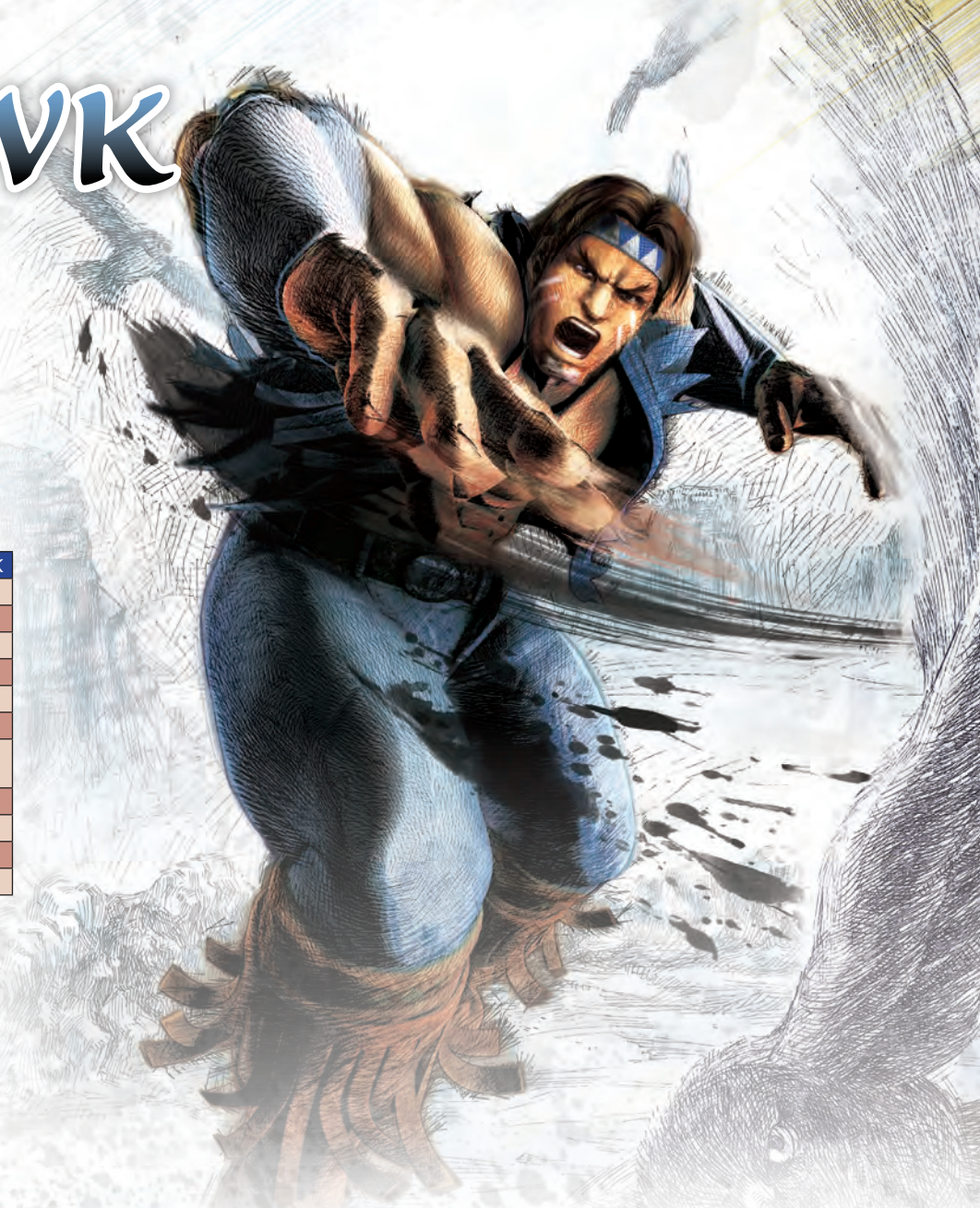
IX. Air-to-air forward jumping MP, ↶, ↑ + MK, ↑ + MK, ↑ + MK, ↑ + HK

215 damage, 285 stun

Seth's diagonal jump MP is an extremely fast air attack with juggle properties. With only 4 frames of startup, this is one of the best air-to-air attacks in *Ultra Street Fighter IV*. It can be followed by Seth's three stomps into dive kick combo, allowing for a follow-up air recovery mix-up. Go for air-to-air jumping MP whenever you can anticipate or read an enemy's jump.

T. HAWK

First Appearance: *Super Street Fighter II* (1993)



Data

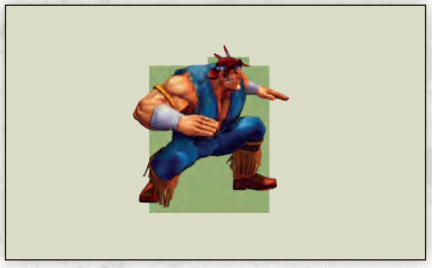
STAT	VALUE	RANK
Vitality	1100	S
Stun Threshold	1100	S
Forward Walk Distance per Frame	0.0341	C-
Backward Walk Distance per Frame	0.03	C
Dash Duration in Frames	23 frames	D
Dash Distance	0.95193	D
Backdash Duration in Frames	8 invincible, 11 airborne, 7 grounded (26 total)	B
Backdash Distance	0.8	D
Pre-jump Frames	6 frames	C
Jump Duration in Frames	40 frames	C-
Diagonal Jump Distance	1.76	C

W Ultra Damage: 60%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	6
ON HIT	+7
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	10
ON HIT	+6
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	14
ON HIT	+6
ON BLOCK	+1
CANCEL	—

NOTES —

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	3
RECOVERY	10
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	7
ACTIVE	3
RECOVERY	14
ON HIT	+0
ON BLOCK	—
CANCEL	—

NOTES Puts opponent in limited juggle state, soft knockdown, whiffs over crouching characters

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	12
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	8
ACTIVE	2
RECOVERY	21
ON HIT	-1
ON BLOCK	-5
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	9
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	11
ON HIT	+3
ON BLOCK	+0
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	5
RECOVERY	22
ON HIT	-3
ON BLOCK	-5
CANCEL	—

NOTES Whiffs over crouching characters

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES —

Crouching HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 50
STUN	100, 100
STARTUP	8
ACTIVE	2, 3
RECOVERY	20
ON HIT	-1
ON BLOCK	-5
CANCEL	—

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	40,
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	8
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	12
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	2
BLOCK LEVEL	L
DAMAGE	120, 50
STUN	100, 100
STARTUP	11
ACTIVE	2 (9) 2
RECOVERY	20
ON HIT	—
ON BLOCK	-7
CANCEL	—

NOTES —

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~7f lower body projectile invincibility

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	140
STUN	200
STARTUP	10
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincibility

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	60
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	SP

NOTES 1~9f lower body projectile invincibility

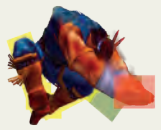
Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12f lower body projectile invincibility

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	10
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

NORMAL THROWS

T. Hawk's forward throw drops your opponent right in front of you. You can take a small step forward and attempt a safe jump with a cross-up Body Press, but you have to manually time it if your opponent wakes up at the standard time.

T. Hawk's back throw sends his opponent to the far end of the screen. Since T. Hawk only has a real offense when he is up close to his opponent, it is advisable to only use his back throw to toss the foe behind and into the corner, or if you have a vitality lead and the round is almost over and you want the extra space to help time run out.



Neck Hanging Tree

(LP) + (LK)

DAMAGE	130
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.913

Mexican Throw

⟲ + (LP) + (LK)

DAMAGE	160
STUN	140
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.913

FOCUS ATTACKS

T. Hawk's Focus Attack is a bit of a mixed bag. On the one hand, it has 5 active frames and reasonable range; on the other hand, his level 1 and 2 Focus Attacks have slower than average startup after releasing MP + MK. If your rival has an invincible armor-breaking attack, you should avoid relying on T. Hawk's Focus Attack, since it can be beaten on reaction because of its slow startup—23 frames minimum. Against characters like Balrog and Fei Long who have highly safe (but single-hit and non-armor breaking) attacks from mid or long range, you will still have to rely on your Focus Attack, at least to the extent of getting around moves that will otherwise keep T. Hawk out.

Unless you manage to dizzy your foe, the only way you'll be able to combo into either Ultra or Super is through Focus crumpling your opponent. T. Hawk cannot combo into his EX Red Focus Attack. Red Focus is still useful as a read against characters like E. Honda who will try to pressure you with multi-hit, non-armor-breaking attacks. Due to the amount of Super Gauge required, try to make sure you know when your opponent will give you an opportunity for a Red Focus Attack rather than just guessing arbitrarily.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10 + 13
ACTIVE	5
RECOVERY	32
ON HIT	-21 (-7)
ON BLOCK	-21 (-7)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18 + 15
ACTIVE	5
RECOVERY	32
ON HIT	–
ON BLOCK	-15 (-1)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	170
STUN	200
STARTUP	65
ACTIVE	5
RECOVERY	32
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	135
STUN	100
STARTUP	10 + 13
ACTIVE	5
RECOVERY	32
ON HIT	-21 (-7)
ON BLOCK	-21 (-7)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	180
STUN	150
STARTUP	18 + 15
ACTIVE	5
RECOVERY	32
ON HIT	–
ON BLOCK	-15 (-1)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	255
STUN	200
STARTUP	65
ACTIVE	5
RECOVERY	32
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

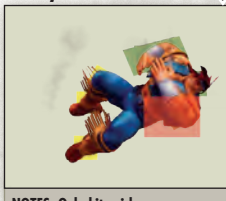
Heavy Body Press In air, ↓ + HP



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	150
STARTUP	6
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~15f lower body projectile invincibility

Heavy Shoulder In air, ↓ + MP



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	90
STARTUP	7
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Only hits airborne opponents, 1~16f lower body projectile invincibility

Thrust Peak ↘ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	3
ACTIVE	7
RECOVERY	12
ON HIT	-4
ON BLOCK	-8
CANCEL	SP, SU

NOTES –

Body Press: T. Hawk's "Splash" has a wide hitbox, allowing it to hit from either side. In addition, his Body Press is a heavy attack, so T. Hawk can get a true blockstring upon landing, allowing him guaranteed pressure. Body Press can be rather ambiguous when spaced correctly, particularly after LP Mexican Typhoon.

Heavy Shoulder: This attack will always whiff against grounded opponents. Heavy Shoulder hits above T. Hawk's head and shoulder and is intended to be an air-to-air anti-air due to its large hitbox. Since the animation looks quite similar to a Body Press, it can be misleading, coaxing your grounded opponents to block high. While they're trying to block a hit that's not coming (as Heavy Shoulder whiffs through them), go for a low attack or a Mexican Typhoon.

Thrust Peak: T. Hawk makes a quick chop from above his head down to about knee level. This move is unsafe on block if it hits early against grounded opponents but, since it tends to hit grounded enemies in later frames, it's usually safe. As Thrust Peak is likely to leave T. Hawk at a slightly negative disadvantage, Thrust Peak works well as a tick into Mexican Typhoon and especially well for tick 720 (Super/Ultra) attempts, particularly when blocked by a crouching opponent. Against an opponent with dive kicks like Rufus or Cammy, you can option select a throw tech with Thrust Peak by inputting ↘ + LP + LK. If your enemy attempted to throw you immediately before you input the command, then you will tech their throw. If they're dive kicking, you will likely counter hit them due to the speed and chopping motion of Thrust Peak. Like all option selects of this type, it's not fool proof; if your opponent attempts a frame trap standing on the ground, then you will quite likely be counter hit during Thrust Peak startup.

LP Mexican Typhoon ↻ + LP



HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	2
ACTIVE	2
RECOVERY	52
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.54, hard knockdown

MP Mexican Typhoon ↻ + MP



HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	200
STARTUP	2
ACTIVE	2
RECOVERY	50
ON HIT	–
ON BLOCK	–
CANCEL	–

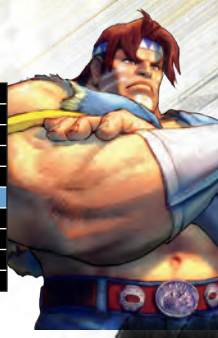
NOTES Range 1.454, hard knockdown

HP Mexican Typhoon ↻ + HP



HITS	1
BLOCK LEVEL	–
DAMAGE	230
STUN	200
STARTUP	2
ACTIVE	2
RECOVERY	48
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.404, hard knockdown



Mexican Typhoon: T. Hawk grabs his opponent by his head, takes to the air, and spins them 1, 2, or 3 times before slamming them into the ground. The strength of button used determines the distance T. Hawk is from his opponent as he recovers. The LP version is usually the strongest, as it allows T. Hawk to have an ambiguous safe jump attempt with his Body Press. Reversals will generally go the wrong direction and get hit by T. Hawk's splash after the invincibility has worn off. You can also use HK Condor Spire to gain a slight amount of Super Gauge and cross over an opponent, taking away their back charge. With MP Mexican Typhoon, T. Hawk has a 3-frame safe jump against standard wakeup timing (everyone but Blanka, Decapre, Cammy, and Sagat) that can be timed by whiffing a standing MK then holding up-forward. T. Hawk can safely throw out his jump-in HK, and if his opponent reversals, T. Hawk will be out of the way during his vulnerable landing period before being able to block the later portion of the enemy's reversal attempt. Against most uppercut-type invincible attacks, your opponent won't even be able to EX Focus cancel due to the early portion not making contact with T. Hawk, guaranteeing a punishable whiff. After HP Mexican Typhoon, you can approach your opponent with a HK Condor Spire and have enough time to set up a meaty attack.

EX Mexican Typhoon ↻ + P P



HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	200
STARTUP	4
ACTIVE	2
RECOVERY	47
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f strike invincible, range 1.494, hard knockdown

EX Mexican Typhoon is slightly slower and invincible to strikes but not to throws; this version will grab opponents using safe jump setups. Like Zangief's Spinning Piledriver and Hugo's Moonsault Press, T. Hawk's "360" doesn't actually require a full circle motion. A shortcut of any six consecutive directions works, allowing for motions like ↻ ↖ ↑ ↙ ← ↺. 360 moves can also be performed with bizarre motions that hit all points of the compass like ← → ↑ ↓ (no diagonals necessary in between).

LP Tomahawk Buster

↙ + LP

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	200
STARTUP	4
ACTIVE	4, 7
RECOVERY	16 + 11 ON GROUND
ON HIT	–
ON BLOCK	-13
CANCEL	–

NOTES 5~27f airborne, soft knockdown

MP Tomahawk Buster

↙ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	200
STARTUP	6
ACTIVE	4, 7
RECOVERY	21 + 11 ON GROUND
ON HIT	–
ON BLOCK	-18
CANCEL	–

NOTES 1~5f throw invincible, 6~37f airborne, soft knockdown

HP Tomahawk Buster

↙ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	160
STUN	200
STARTUP	8
ACTIVE	4, 7
RECOVERY	26 + 11 ON GROUND
ON HIT	–
ON BLOCK	-23
CANCEL	–

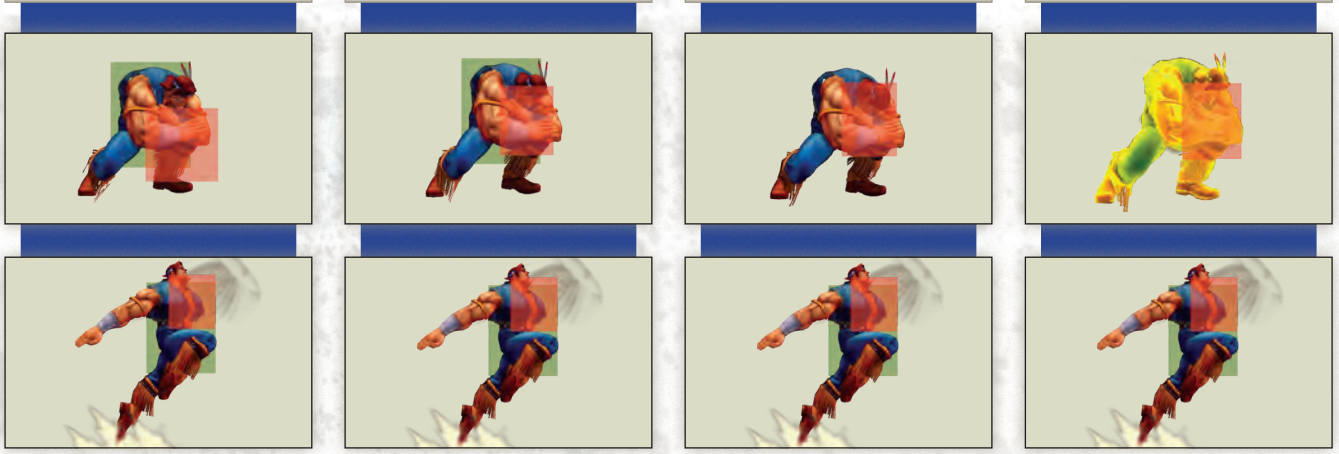
NOTES 1~7f upper body invincibility, 8~11f invincible to strikes, 8~44f airborne, soft knockdown

EX Tomahawk Buster

↙ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 50
STUN	150, 150
STARTUP	5
ACTIVE	4, 7
RECOVERY	29 + 11 ON GROUND
ON HIT	–
ON BLOCK	-26
CANCEL	FC

NOTES 1~7f invincible, 5~45f airborne, second hit juggle potential 1



Tomahawk Buster: T. Hawk's uppercut sends him upward at a steep angle. The EX version is the only version that has true invincibility. The MP and HP versions have upper body invincibility until the active frame while the HP version has 4 frames of strike invincibility once it reaches its active frames. Due to the forward angle, T. Hawk can quite easily hit opponents who are jumping in from a long distance in front of him. When using Tomahawk Buster as an anti-air, use the Dragon Punch shortcut of ↖ ↑ ↖ to avoid standing up before Buster initiates. This lessens the risk that their jump-in kicks T. Hawk in the face before his anti-air is underway.

The EX version can hit an opponent in a juggle state and can also be canceled into EX Condor Dive by hitting P P after it makes contact with T. Hawk's opponent. As of USFIV, the EX version can now also be Focus canceled, leaving you at -4 at best after a forward dash. Since you don't get a follow-up on hit and it's punishable on block, it's best to backdash if you cancel EX Tomahawk Buster into FADC for safety.

Tomahawk Buster is useful in combos, like Combo I, but it requires the opponent be directly near T. Hawk. You'll only whiff if you try to work it into combos from outside of point-blank range, or off of far-reaching cancelable normals like crouching MK.

Condor Dive: T. Hawk pauses in the air, then rapidly dives at a 45-degree angle toward the ground. Condor Dive knocks down on hit and is generally unsafe on block. It can cross over your opponent, although it is hard to get it to work except on your opponent's wakeup. If Condor Dive strikes your opponent on their lower body, T. Hawk will land directly next to his opponent and be safe on block to boot (rather than the usual unsafe bounce). Condo Dive has good range and can be used to punish a projectile on reaction if you are already airborne; as Condor Dive breaks armor, it can also punish a Focus Attack (or other moves with armor).

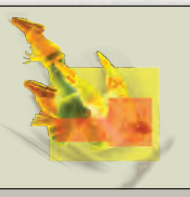
Condor Dive
During vertical or forward jump, P P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	100
STARTUP	11
ACTIVE	UNTIL GROUND
RECOVERY	22
ON HIT	—
ON BLOCK	-26 (0)
CANCEL	—

NOTES Soft knockdown, armor break, 0 on block if it strikes opponent's feet

EX Condor Dive
During any jump K K K, during EX Tomahawk Buster P P P



HITS	1
BLOCK LEVEL	HL
DAMAGE	150 (100)
STUN	100 (50)
STARTUP	11
ACTIVE	UNTIL GROUND
RECOVERY	22
ON HIT	—
ON BLOCK	-25 (0)
CANCEL	—

NOTES Projectile invincible until grounded, soft knockdown, armor break, 0 on block if it strikes opponent's feet, juggle potential 2, damage and stun reduced when used during EX Tomahawk Buster

Unlike the normal version, EX Condor dive can be activated during a backwards jump and can hit a juggled opponent. It is projectile invincible through recovery. All versions of Condor Dive break armor.



LK Condor Spire ↙ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	11
ACTIVE	9
RECOVERY	4+7 ON GROUND
ON HIT	-2
ON BLOCK	-7
CANCEL	—

NOTES 5~22f airborne/low crush, puts airborne opponent in limited juggle state

MK Condor Spire ↙ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	14
ACTIVE	10
RECOVERY	4+7 ON GROUND
ON HIT	-6
ON BLOCK	-8
CANCEL	—

NOTES 8~19f airborne/low crush, puts airborne opponent in limited juggle state

HK Condor Spire ↙ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	20
ACTIVE	11
RECOVERY	5+7 ON GROUND
ON HIT	-8
ON BLOCK	-10
CANCEL	—

NOTES 8~27f airborne/low crush, puts airborne opponent in limited juggle state

EX Condor Spire ↙ + K K



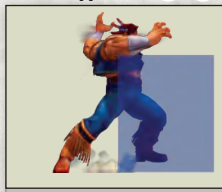
HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	15
ACTIVE	9
RECOVERY	4+7 ON GROUND
ON HIT	—
ON BLOCK	-3
CANCEL	—

NOTES 1~ 27f projectile invincible, 6~27f airborne, puts opponent in limited juggle state, soft knockdown

Condor Spire: T. Hawk glides across the ground at his opponent. Condor Spire is slow on startup and unsafe on hit at close range. If it hits an airborne opponent, it will knock them down; this coupled with Condor Spire's strong vertical hitbox makes it useful as a semi-safe guess against an opponent who likes to neutral jump to punish your Mexican Typhoon attempts. The EX version is projectile invincible and puts your opponent in a limited juggle state. If you don't juggle after the EX version, you can attempt a manually timed safe jump by taking a slight step back then jumping forward with either a MK or a HK. This can be difficult to time, as the farther you are from your opponent, the more advantage you will have.

SUPER & ULTRA COMBOS

Double Typhoon ↓ ↓ + P



HITS	2
BLOCK LEVEL	—
DAMAGE	150, 280
STUN	0
STARTUP	1+0
ACTIVE	2
RECOVERY	41
ON HIT	—
ON BLOCK	—

NOTES 1~3f invincible, range 1.506, hard knockdown

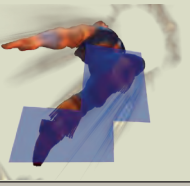
Raging Typhoon ↓ ↓ + P P P



HITS	2
BLOCK LEVEL	—
DAMAGE	150, 360
STUN	0
STARTUP	1+0
ACTIVE	2
RECOVERY	41
ON HIT	—
ON BLOCK	—

NOTES 1f invincible, range 1.466, hard knockdown

Raging Slash ↻ ↻ + K K K



HITS	6
BLOCK LEVEL	—
DAMAGE	60X5, 150
STUN	0
STARTUP	0+3
ACTIVE	6
RECOVERY	18 + 26 ON GROUND
ON HIT	—
ON BLOCK	—

NOTES 1~8f invincible, hard knockdown

Double Typhoon: T. Hawk grabs his opponent and performs a Mexican Typhoon, bounces his foe off the ground, and then slams them down once again. This Super has basically 0 frames of startup (it grabs on the first frame after execution is complete); so by the time the Super freeze happens, if your opponent is in a throwable state, it is too late for them to jump, as their fate is sealed already.

This obviously is an extremely fast attack, and many attacks that are normally safe can be strongly punished by Double Typhoon. It is also important to note that you can easily input the throw too soon and try to grab an opponent who is still in blockstun (or within two frames removed of blockstun ending; for hitstun, the unthrowable post-hitstun period is 3 frames). If this happens, the Super Combo will be wasted and your opponent will get a punish opportunity. The only way to combo into Double Typhoon is against an enemy in a Focus crumple.

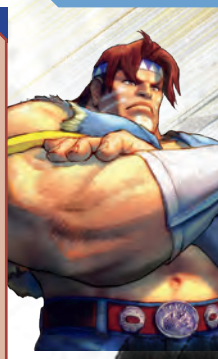
Raging Typhoon: T. Hawk grabs his opponent's head, spins them around twice, and throws them to the ground from high up. To add more injury to injury, T. Hawk then plummets to the ground and lands on his prone opponent's back. Since T. Hawk's Raging Typhoon has the same startup and recovery as his Double Typhoon, you can use it in much the same manner, though Raging Typhoon has slightly less range than his Super, Double Typhoon, making it so Raging Typhoon isn't as good at punishing moves such as Balrog's Dash Straight or Fei Long's Rekkaken. Still, if you have both on hand, Raging Typhoon can replace Double Typhoon's function to save Super Gauge for EX moves.

Raging Slash: T. Hawk jumps forward at an angle similar to Tomahawk Buster. When T. Hawk hits his opponent, he slams them into the ground 5 times, swings them around, and then throws them into the ground one final time. Raging Slash is an anti-air Ultra giving T. Hawk a strong deterrent against jumping away from his close-range pressure. Raging Slash works well as a threat, as well as an actual attack.

Like T. Hawk's Super and first Ultra Combo, the only way to land Raging Slash in a combo is to use a Focus crumple. However, as T. Hawk's opponent must be in the air for Raging Slash to hit, you must wait until the end of the crumple animation for when your opponent is in a free-fall state. It's safe to activate Raging Slash when your opponent's knees are touching the ground; otherwise, time it by activating it as soon as you can after dashing twice post-Focus Attack.

Recommended Ultra Choice: Personal Preference or Double Ultra

W Ultra reduces T. Hawk's Ultra damage to 60%. More so than most characters, T. Hawk has a pair of highly-complementary Ultra Combos. With both Ultras selected, any time you have a safe jump, you can force an opponent into a 50/50 trap where you jump in, pick an Ultra, and see if your opponent guessed right; generally only characters with teleports can escape this mix-up. The downside to picking W Ultra is the damage reduction: given that T. Hawk will almost always land raw Ultras rather than use it at the end of a long combo, the damage reduction will be quite noticeable. While picking a single Ultra has the drawback of removing the guessing game of "which Ultra am I going to use?" it makes your chosen Ultra deal 50% more damage. Which Ultra is better mostly comes down to personal preference. If you are skilled at 720 setups or you like punishing mostly safe moves like Dan's Dankyaku or Adon's Jaguar Kick, then Ultra I will give you many punishment opportunities that you wouldn't otherwise have (unless you have Super Gauge loaded for Double Typhoon). If you feel that a high-damage anti-air will help you more and you want to give an extra reason to your opponent to stay grounded (opening them up to more Mexican Typhoon attempts), then Ultra II may suit you better.



Overview

PROS:

- High vitality and stun
- Frightening command grabs
- Good range on normal moves
- Able to get in with Condor Spire and Condor Dive

CONS:

- T. Hawk's slow walking speed and large body make it challenging to get in on an opponent on the ground
- T. Hawk's jump is very slow, making it challenging to jump over projectiles and giving opponents additional time to prepare anti-air attacks
- Limited ability to combo

T. Hawk is a grappler with several ways to approach his opponent and a strong mix-up once he has achieved close range. Your primary goal with T. Hawk is to get in past the defenses of an opponent who will almost certainly attempt to keep you out and fight you at long range. Once close range has been established, use T. Hawk's abilities to punish opponents attempting to escape your pressure to scare them into sitting still for long enough to rely on command grabs.

Your objective is to get close in order to threaten your opponent with command grabs. Achieve this by:

- At long range, moving in patiently whenever possible and not over-committing to Condor Dives and Condor Spires
- At mid-range, relying on long-range normal moves to push your opponent to the corner, and Condor Spire to enter a close-range game
- Pressuring your opponent with advantageous normal moves and preventing them from escaping
- Making good use of hard knockdowns to maximize offensive potential

T. HAWK'S TUNING HISTORY

Super Street Fighter IV* to *Super Street Fighter IV Arcade Edition

CHANGE	EFFECT
CL. MP damage reduced from 90 to 70, advantage on hit increased from +4 to +5	Allows easier links in combos
CL. HP advantage on block reduced from +1 to 0	No longer advantage on block
CL. MK damage increased from 70 to 90	—
CL. HK recovery reduced from 17 frames to 14	Less likely to be whiff punished
ST. HK advantage on block changed from -9 to -7, advantage on hit changed from -5 to -3	Safer on hit and block
Diagonal jumping MP startup reduced from 8 frames to 6	Better at approaching opponents
Diagonal jumping HK active frames increased from 4 to 5	Better at approaching opponents
EX Mexican Typhoon range increased from 1.45 to 1.49	—
LP Tomahawk Buster advantage on block changed from -23 to -14	Safer on block
MP Tomahawk Buster advantage on block changed from -23 to -18	Safer on block
HP Tomahawk Buster advantage on block changed from -26 to -23	Safer on block
EX Tomahawk Buster advantage on block changed from -35 to -26	Safer on block
EX Condor Dive now available from normal jumps	Can be used to go through projectiles
Super range increased from 1.35 to 1.53	—
Ultra II startup reduced from 1+3 to 0+3, recovery increased from 17+26 grounded to 18+26 grounded, invincibility reduced from frames 1~10 to 1~8	Faster startup makes it better anti-air and better at chasing down backdashes

Arcade Edition to 2012 Update

CHANGE	EFFECT
CR. HK first hit has 2 additional frames of hitstun	Opponent has less time during the gap to use an invincible attack
CL. HK startup reduced from 8 frames to 7, now puts opponent in limited juggle state on hit	Allows for new combos, less likely to be beaten by fast attacks and throws
↖ + LP advantage on block changed from -8 to -7, advantage on hit changed from -4 to -3	Slightly safer on hit and block

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Forward walk speed increased from 0.031 to 0.0341	Slightly faster at getting in
CL. MP pushback on hit and block reduced	Better for creating frame traps/tick throws
ST. HK hurtbox expanded, advantage on block changed from -7 to -5	Slightly safer on block from some ranges against characters who have trouble punishing a -5 move, otherwise easier to punish
CR. MK now special and Super cancelable	Allows for many new combos and makes T. Hawk much stronger offensively
MK Condor Spire startup reduced from 20 frames to 14	Better at applying pressure to opponents
EX Condor Spire forward movement slightly increased, damage reduced from 150 to 120	Better at applying pressure to opponents
LP Tomahawk Buster startup reduced from 5 frames to 4, recovery reduced from 28 frames to 27	Better as anti-air
EX Tomahawk Buster now EX Focus cancelable	—
LP Mexican Typhoon throw range increased from 1.5 to 1.55	—
Ultra II command changed to ↓↓ + K K K, hitbox expanded horizontally	Less chance of accidentally getting a command grab
LP Condor Spire changed from -5 to -2 on hit; startup reduced from 20f to 11f	Faster and safer as an offensive engagement tool
Thrust Peak command changed from ← + LP to ↖ + LP	—
Condor Spire command changed from ↙ + P to ↖ + P	—

LONG RANGE

For T. Hawk, approaching an opponent from long range is a test of patience. His walking speed is quite slow and he is exceptionally large, making T. Hawk highly susceptible to being zoned out by opponents with projectiles, long-range special moves, and long-range normals. T. Hawk comes equipped with a pair of special moves designed for helping him break range on his opponent: Condor Spire and Condor Dive. Both moves cover great forward distance rather quickly at the cost of a predictable trajectory. While both attacks can be used to reach an opponent quickly, it is vital to understand how to use the threat of these attacks to maneuver your opponent where you want them without simply relying on them to reach your opponent in an instant.

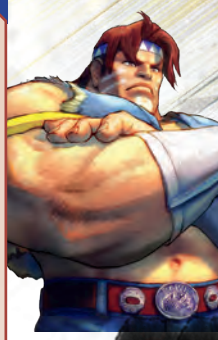
From outside of your opponent's range, you can attempt to whiff Mexican Typhoon (↻ + P) and LK Condor Spire (↖ + LK) to build meter; it takes approximately 7 Mexican Typhoons or 8 Condor Spires to build an entire bar. From long range, the only ways that Super Gauge will help you get in are if you can use an EX Condor Spire to advance quickly through a projectile or with an EX Condor Dive (during jump K K K) done either from a backwards jump or for added safety as you try to punish a projectile. As your wakeup options are quite weak without meter, it is best to conserve your resources until you are close. T. Hawk's HK and EX versions of Condor Spire will advance him forward at least somewhat safely. HK and EX versions of Condor Spire will move T. Hawk forward approximately 2 training mode squares. Condor Dive will cross almost the entire screen if done at the peak of your jump; due to the extreme disadvantage of Condor Dive on block, you shouldn't rely on it as a multipurpose move for getting in, but instead as a punish against an opponent who is predictably throwing fireballs or using Focus Attacks as you are jumping.

T. Hawk's jump is not only among the slowest in the game, but the steep parabolic arc also gives it one of the shortest horizontal ranges. Even an opponent who is focused on other tasks can react with an anti-air when T. Hawk jumps. As you're approaching through the air from long range, jumping HK is generally the best attack because of the long horizontal hitbox. If you are close enough to your opponent, use jumping MK, which points downward so it often works better against characters that must use normals as anti-air. Though Condor Dive alters T. Hawk's trajectory in mid-air, it is generally too slow to work as an effective dive kick-type mix-up since your opponent can merely react to the change in trajectory and delay the use of anti-air normals and specials as appropriate.

For T. Hawk to reach his opponent, you must patiently move forward into footsies range. Upon seeing T. Hawk lumbering forward, your opponent will likely make one of two decisions: either face him in mid-range or retreat and attempt to retain greater distance. As your opposition backpedals, they put themselves ever closer to the corner where they can no longer retreat; if you have the opportunity to safely push your opponent back to the corner by advancing slowly, you should take advantage by all means.

Due to his large size, T. Hawk is particularly prone to struggling against projectiles and long-range attacks. With the slow startup of T. Hawk's jump, it can be hard to neutral jump over projectiles on reaction. To jump over an opponent's projectile and land a combo on your opposition as they're recovering, you will need to predict when the projectile is about to be thrown and jump before then. By the time you see your opponent throwing a projectile, it is too late. If you don't want to attempt to jump at your rival for fear of being hit with a damaging anti-air combo, you can neutral jump preemptively and react to a projectile with a Condor Dive.

Characters like Blanka and E. Honda are able to keep T. Hawk at bay with attacks that propel them across the screen, allowing them to safely attempt to hit or chip T. Hawk. Since T. Hawk is a grappler, he has additional startup on his jump, making these moves hard to avoid; if you are paying a lot of attention, you can attempt to punish these sorts of attacks with an EX Tomahawk Buster (↖ + P P) or Ultra II. It is often easier to just press jab either periodically or on reaction to the startup of your enemy's attack. Hopefully, you will beat their attack before they reach you. You can also attempt to neutral jump and use a wall defense to keep them out; neutral jumping HP has a downward-pointing hitbox and works well for this purpose. Be wary of attacks like Blanka's EX Vertical Roll that can punish you for attempting neutral jumps. Characters like Dhalsim, Rufus, and Seth with normals that cross most of the screen provide a similar challenge. You won't be able to use a reversal on these types of attacks on reaction, you will have to rely more on your neutral jump with a quick response of a Condor Dive when you have a window of opportunity. T. Hawk's Focus Attack can also be used to stop long-range pokes, but be wary of an opponent attempting to bait this out. If you have a significant life lead at long range, it is often in your best interest to simply play defensively and let your opponent come to you. T. Hawk is bound to take some damage when you try hard to get in on an opponent; instead, pressure your opponent into coming to you. If an opportunity is handed to you, by all means take it and clinch the round, but don't throw away a life lead trying excessively hard to force your way in.



MID-RANGE

When facing your opposition at mid-range, your main focus remains to safely achieve close range or to simply knock them down. Due to T. Hawk's slow walking speed, you'll have to achieve this by using long-distance normals, outranging the attacks of most other characters. This couples with the ever-present threat of carefully-spaced Condor Spire, which advances you forward and leaves you next to your opponent at advantage.

T. Hawk's standing HK is your farthest-reaching attack. With a startup of 10-frames, it's fast enough that it cannot be stopped on reaction, and it's safe enough on block provided your opponent is not right next to you by the time it becomes active. Most characters can crouch underneath standing HK, but taller characters like Hugo, Sagat, and Seth are hit by the attack whether standing or crouching. Due to the large reach of this move, it is easy to tell when your opponent is attempting to make a standing HK whiff; from this range, it is safe to walk forward to keep the same distance with your opponent. If an average-height opponent is trying to crouch under your standing HK, you'll need to rely on other pokes. Standing HP and MP both have good range and speed with hitboxes low enough that average height characters such as Ken and Ryu cannot crouch under for a whiff punish (however the shortest characters like Elena and Juri will still go underneath and likely whiff punish your attempts at a poke). Against the smallest characters, standing MK, standing LP, crouching MK, and crouching MP become your strongest tools at mid-range. With *USFIV*, crouching MK can now be canceled into specials; it has good range and reaches farther than T. Hawk's other low attacks aside from the 2nd hit of crouching HK. Though the first hit of crouching HK is quite fast, there is enough of a pause before the second strike that your rival can see it and block low or even use an invincible attack or a low crush if they are fast. If you think an opponent will be walking back to attempt a whiff punish, you can occasionally catch them with crouching MK ▷ ↻ + HK or a crouching HK. Though there is not enough time to jump on an opponent who wakes up at normal time after the 1st hit of crouching HK, on the rare occasion that the 2nd hit of crouching HK knocks down an opponent, you can follow up by stepping back slightly and then jumping in with either a downward-pointing MK or a Body Splash.

From mid-range, Condor Spire is useful for approaching opponents with relative safety. Condor Spire goes over low attacks, and standing LP and crouching MK can be canceled into Condor Spire, putting you right next to your opponent with advantage. When hitting an opponent with the tip of crouching MK, CR.MK ▷ ↻ + HK will hit in the later frames of Condor Spire while the other versions do not travel far enough. Likewise, ST.LK ▷ ↻ + MK will work in much the same fashion while the LK version will whiff. If you think that your opponent is likely to block a Condor Spire after blocking a normal, you can go one button strength down for a Condor Spire whiff and then throw your opponent with a max-range LP Mexican Typhoon (⟲ + LP). An opponent who is looking for a Condor Spire to miss will of course be able to whiff punish for some damage (and depending on the character perhaps even a full combo), so use this sparingly. If an opponent throws a projectile at you from mid-range, you can reliably pass through with EX Condor Spire. If you're close enough, this will net you either a knockdown or you can use Combo IX for additional damage if you have the meter to spare.

Characters like Chun-Li, Fei Long, and Vega have such a strong ground game that T. Hawk will find an approach to close range particularly challenging. If your opponent's game plan stresses looking for a normal to whiff punish, or they're trying to counter poke to keep you out, they may be distracted enough for you to jump in on them. As T. Hawk's jump is quite slow, this is not a particularly strong approach, but at mid-range, Condor Dive can cross-up an opponent, making this at least somewhat tricky to block.

When T. Hawk has meter, EX Tomahawk Buster makes for an excellent anti-air; it has 3 invincible active frames as well as a sweeping upward trajectory that works best against jumps landing in front of T. Hawk. Cross-up attacks aren't hit as easily by any version of Tomahawk Buster; if you enter the command late, you can auto correct it to go the right way, but due to T. Hawk's large size, this is not always possible. HP Tomahawk Buster can be used as anti-air as well, but it only has upper-body invincibility until active frames, so you must input the command early. If you try to use a late HP Tomahawk Buster, you will likely be hit by your opponent as their attack approaches the ground. For this reason, the HP version will not work for beating a cross-up attack. With ample time to prepare, Ultra II makes for highly-damaging anti-air, but again, due to this attack's angle, it is hard to stop cross-up attempts. The downward arcing motion of Thrust Peak (↷ + LP) can work for anti-air in a pinch; being active on the 3rd frame, it is tied with close LP and close LK as T. Hawk's fastest normal attack. The arc that Thrust Peak traverses acts as a shield in front of T. Hawk, countering jumps that come in from on top as well as short jumps that will hit T. Hawk further forward and lower to the ground, making Thrust Peak more acceptable as anti-air for some angles than HP Tomahawk Buster. Against opponents who like to get near you before attempting a cross-up jump, you can attempt a Heavy Shoulder (during jump ↶ + MP) as you are rising. You can also try crouching HP to cover these same angles. If an opponent attempts to wall you out by neutral jumping and using an attack with an active hitbox in front of them, T. Hawk's HP Tomahawk Buster or Ultra II will work well as anti-air when done early. If you can reach optimal range, standing HK will also shut down this strategy.

CLOSE RANGE

Once close range has been established, T. Hawk's offensive capabilities truly begin to shine. When T. Hawk is on top of an opponent, he is winning the round at that moment (with vitality bars, time remaining, and screen placement almost irrelevant); in a corner, this becomes even more true. Your goal at close range is to continuously knock your opponent down and stick to them as they rise, using ambiguous cross-up attempts as well as varying the strength of your jump-in attacks to change how and when your enemy must respond to your offense.

Once up close, T. Hawk needs to make his opponents afraid of escaping him. The most blatantly frightening thing about T. Hawk is obviously his command grab, Mexican Typhoon, thus you can expect opponents to try to avoid being grabbed. Neutral jumping and backdashing are universal ways of getting away from a command grab, so you can expect for your rival to attempt both of these in an effort to escape your throw; when you are trying to either backdash or jump, you are obviously not low blocking giving T. Hawk his window of opportunity. Combo I allows you to hit confirm off of a crouching LK into a knockdown on all opponents. Combo II can also work for the same purpose and, though it neither combos nor ends in a knockdown, allows you to get back in with advantage by cancelling the crouching MK into HK Condor Spire. As close LP is +4 on block, walking forward while staggering jabs will allow you to stop your opponent's attempt at jumping away and potentially gaining a combo opener as well. If you cancel a non-confirmed standing LP into LK or MK Condor Spire on hit or block, you also get back in on top of your opponent with advantage. If your opponent is sitting on enough Super Gauge to Focus cancel an attack, you can expect them to eventually lose their cool and go for a riskier escape tactic. With the *USFIV* changes to the disadvantage on EX Focus canceled reversal attacks, it is often safe to assume that your opponent will either backdash or release a lv.1 Focus Attack; you can punish your rival's forward dashes or lv.1 Focus Attacks with LP Mexican Typhoon. Punishing backdashes used in this matter is a bit more problematic; characters with backdashes that don't travel as far or have slower recovery can be hit with a standing HK. Characters like Ibuki, Chun-Li, and Rose can generally get away for free using their backdahes. With either your Super or Ultra I, T. Hawk can punish the few invincible reversals that retain their relative safety of -1 on block after Focus Attack dash canceling forward.

When you are positive that you know your opponent's escape tendencies, you can attempt riskier punishment attempts like a blocked LP followed by a forward dash and then an Ultra I, a forward dash and then a Mexican Typhoon, or simply an Ultra II to punish a backdash. In a similar situation, an opponent jumping away from you can be knocked down with a HK Condor Spire, an HP Tomahawk Buster, and of course Ultra II. Condor Spire and Tomahawk Buster are both soft knockdowns against airborne opponents and, though they may not give you enough time for a safe jump, they will allow you enough time to get close to your opponent to continue attacking from close range. If you have an opponent trapped in the corner, you can set up a cross-up Condor Dive by simply jumping a bit over their head and then diving downward; you can also go for an instant overhead jumping LP and land Combo VII.

If you've trained your opponent to stay grounded during your pressure, you will be able to use Mexican Typhoon to augment your offensive capability. The LP and EX versions of Mexican Typhoon both offer T. Hawk excellent offensive setups while the higher damaging (and lower range) MP and HP versions generally end your offense and should only be used for a round-winning attack or if your opponent is 1 hit away from stun. Even when you're behind on life, it's important to remember that you will win by sticking to your opponent and not by dealing slightly more damage in exchange for letting your rival get away from you.

T. Hawk is at a disadvantage due to his size when your enemy is on top of you on the offensive.

Characters like Adon and Juri are able to combo off of instant overheads due to your height, and your large hurtbox allows every character to use extra attacks while frame trapping and trying to get T. Hawk to open up defensively; they also give your opponents high-damage T. Hawk-specific combos. In situations like this, T. Hawk's most reliable reversals are EX Tomahawk Buster and EX Mexican Typhoon. EX Mexican Typhoon will not only get an opponent off of you, but it also has the added advantages of allowing you to start up your offense again off of a safe setup against most characters as well as blasting opponent's safe jump setups. However, EX Mexican Typhoon is only invincible to strikes; T. Hawk can be thrown out of it on startup. EX Tomahawk Buster has 3 active invincible frames, so it is not often stuffed. As of *USFIV*, EX Tomahawk Buster can now be Focus canceled to allow T. Hawk the relative safety allotted to a reversal that is -4 on block. T. Hawk also has the capability to cancel a blocked EX Tomahawk Buster into EX Condor Dive for 1 additional stock of Super Gauge for the safety of crossing most of the screen. Without meter, T. Hawk is in a much worse state. You can attempt to beat an opponent's throw with MP Tomahawk Buster or crush a high attack with the HP version, or simply hope your opponent left a hole in their pressure string that's at least 1 frame wide and go for LP Mexican Typhoon. But it's generally much safer to block and let your opponent either push you out or back off. Most characters would rather not be near T. Hawk anyway, meaning you'll likely have to work your way in again, but that is at least debatably better than opening yourself up to frame traps and vortex setups.

Combos

I. CR. LK, CL. LP ▷ ↻ + HP

208 damage, 268 stun

This challenging sequence is T. Hawk's most important combo. The link from crouching LK to close LP is 1-frame and cannot be plinked unless you use your Select/Back button. However, this is T. Hawk's only confirmable low-hitting combo ending in a knockdown. Without a reliable low-hitting combo, T. Hawk can only stop an opponent from jumping away by randomly guessing with Condor Spires, Tomahawk Busters, and Ultra II. Once you have established that you will punish your opponent for attempting to jump, you will open up more opportunities to land T. Hawk's grabs. This combo ends with you within LP Mexican Typhoon range with enough time to set up a meaty attack for additional pressure.

II. CR. LK, CL. LP ▷ ST. LP, CR. MK

161 damage, 210 stun

This combo requires the same 1-frame link as Combo I but gives time to confirm whether or not you succeeded in linking the close LP. Crouching MK is cancelable as of *USFIV*, though at this range, it is too far to combo into Condor Spire or Tomahawk Buster. You can cancel it into a Condor Spire in an attempt to get back on top of your opponent or just wait and react to your opponent as they recover from the crouching MK.

III. CL. MP, CL. LP ▷ ↻ + HP

238 damage, 310 stun

This simple mid-screen combo knocks your opponent down. The LP link is 4-frames wide, so it is hard to miss and worth attempting for the slight amounts of additional damage and stun T. Hawk deals out.

IV. On cornered crouching foe, CL. MP, CL. MP ▷ ↻ + MP

260 Damage, 360 Stun

This combo requires a crouching opponent and only works in a corner.

V. On cornered foe, CL. MP, CL. MP ▷ ↻ + KK, ↻ + PP ▷ PP

331 damage, 455 stun

T. Hawk's max damage combo requires 3 Super bars as well as corner placement. T. Hawk recovers close enough to threaten his opponent with a max range Mexican Typhoon as he rises.

VI. CL. MP, CL. MP ▷ ↻ + LK, ST. LP, CR. MK

306 damage, 455 stun

This high damage and stun combo is only doable because Condor Spire hits in the later active frames. This combo requires a 1-frame link after the LK Condor Spire which cannot be plinked without the Back/Select button. You can instead use the frame advantage for a tick into a Mexican Typhoon or to bait an opponent's reversal if you feel they're likely to try to interrupt the link point.

VII. Instant forward jump LP ▷ PPP

180 damage, 150 stun

A cornered opponent can be hit with an instant overhead combo into a Condor Dive. On hit, this knocks your opponent down leaving them cornered. T. Hawk can use this combo as an ambiguous mix-up on taller characters if you make them block your Body Press just before you land from a jump.

VIII. CL. HP, ↻ + PP ▷ PPP

270 damage, 390 stun

As of *USFIV*, T. Hawk's close HK puts opponents into a limited juggle state allowing him to link an EX Tomahawk Buster. Similar to Combo V, if you are near a corner, this combo will allow you to threaten your opponent as he rises with a LP Mexican Typhoon.

IX. ↻ + KK, ↻ + PP ▷ PPP

250 damage, 340 stun

EX Condor Spire can be hit confirmed before spending the additional meter on EX Tomahawk Buster. This expensive combo works well as a punish to a projectile thrown at mid-range.

VEGA

First appearance: *Street Fighter II* (1991)



Data

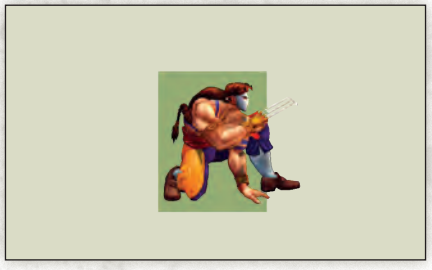
STAT	VALUE	RANK
Vitality	1000	B
Stun Threshold	900	D
Forward Walk Distance per Frame	0.055	S
Backward Walk Distance per Frame	0.05	S+
Dash Duration in Frames	20 frames	C
Dash Distance	1.34232	A-
Backdash Duration in Frames	8 invincible, 10 airborne, 4 grounded (22 total)	A
Backdash Distance	1.2	B
Pre-jump Frames	4 frames	A
Jump Duration in Frames	35 frames	A
Diagonal Jump Distance	1.7	C-

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30 (20)
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES Lower damage without claw

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70 (60)
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES Lower damage without claw

HP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 50 (40,40)
STUN	50, 50
STARTUP	9
ACTIVE	3 (7) 3
RECOVERY	14
ON HIT	+5
ON BLOCK	+1
CANCEL	SP, SU

NOTES Forces standing, lower damage without claw only first hit is cancelable

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	—

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 70
STUN	125, 75
STARTUP	4
ACTIVE	2, 2
RECOVERY	23
ON HIT	-2
ON BLOCK	-7
CANCEL	SU

NOTES Forces standing, only first hit is cancelable

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30 (20)
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES Lower damage without claw

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	90 (80)
STUN	100
STARTUP	7
ACTIVE	2
RECOVERY	14
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES Lower damage without claw

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (110)
STUN	200
STARTUP	8
ACTIVE	3
RECOVERY	23
ON HIT	-4
ON BLOCK	-8
CANCEL	—

NOTES Lower damage without claw

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	5
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	—

NOTES —

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	15
ON HIT	+0
ON BLOCK	-3
CANCEL	—

NOTES —

HK



HITS	2
BLOCK LEVEL	HL
DAMAGE	40, 70
STUN	125, 75
STARTUP	4
ACTIVE	2, 2
RECOVERY	23
ON HIT	-2
ON BLOCK	-7
CANCEL	SU

NOTES Forces standing

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30 (20)
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES Lower damage without claw

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60 (50)
STUN	100
STARTUP	4
ACTIVE	2
RECOVERY	16
ON HIT	-1
ON BLOCK	-4
CANCEL	SP, SU

NOTES Lower damage without claw

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110 (100)
STUN	200
STARTUP	5
ACTIVE	2
RECOVERY	27
ON HIT	-6
ON BLOCK	-11
CANCEL	—

NOTES Lower damage without claw, forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	9
ON HIT	+3
ON BLOCK	+0
CANCEL	SP, SU

NOTES Lower damage without claw, forces standing

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	9
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES Lower damage without claw, forces standing

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	110
STUN	200
STARTUP	8
ACTIVE	13
RECOVERY	17
ON HIT	—
ON BLOCK	-12
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50 (40)
STUN	50
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Lower damage without claw , 1~10f lower body projectile invincibility

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80 (70)
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Lower damage without claw , 5~7f lower body projectile invincibility

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100 (90)
STUN	200
STARTUP	6
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Lower damage without claw , 1~7f lower body projectile invincibility

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	9
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincibility

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	4
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50 (40)
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Lower damage without claw, 1~9f lower body projectile invincibility

Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80 (70)
STUN	100
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Lower damage without claw, 1~9f lower body projectile invincibility

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100 (90)
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Lower damage without claw, 1~8f lower body projectile invincibility

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility

Angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	6
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

NORMAL THROWS

Vega can use close or standing (HK) as a kara throw for additional range. Vega has enough time to dash forward and set up a meaty attack, but not enough time to set up a safe jump when your opponent gets up at the normal time. When your opponent does a delayed getup, Vega gets a safe jump against characters with a reversal that's active on 7 frames or later.



Rainbow Suplex (LP) + (LK)

DAMAGE	120
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.09

Crescent Line ⟲ + (LP) + (LK)

DAMAGE	120
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 1.07

As with his forward throw, Vega can likewise use (HK) as a kara throw for additional range on his back throw. Vega has an easy safe jump that works against all strikes that are active on frame 6 or later by holding up forward after this throw and then hitting (MK) before he hits the ground. Due to Vega's quirky hurtbox, this setup is safe against many faster reversals as well. As this setup is safe against 6-frame reversals, Vega will be able to use this safe jump against characters with delayed wakeups without worry of the attack whiffing before his opponent stands. Vega can also opt for a 50/50 mix-up gimmick after a back throw with EX Flying Barcelona Attack or Ultra I. After Vega lands a back throw, set up a cross-up EX Flying Barcelona Attack or a cross-up Bloody High Claw by whiff-linking a crouching (LK) and then activating the Special or Ultra as close to recovery as possible. If it's frame perfect, it will hit from behind and reversals will generally go the wrong direction. If the attack is mistimed, it will hit in front.

Stardust Drop In air, (LP) + (LK)



DAMAGE	150
STUN	130
STARTUP	3
ACTIVE	2
RECOVERY	–

NOTES Range 1.2, 1~3f lower body projectile invincibility

Air Throw: Vega's air throw throws his opponent approximately half a screen away. Unlike most air throws, the hitbox on Vega's Stardust Drop is larger beneath him, making it work better if Vega jumped before the opponent and making the attack slightly weaker as anti-air.

FOCUS ATTACKS

When Vega has his claw, his Focus Attack is one of the farthest reaching in the game; without the claw, Vega's reach is only marginally diminished. Vega's Focus Attack is a reliable tool to use due to its long range, allowing you to avoid rapid attacks that would hit twice as well as close-range armor-breaking attacks. Vega can also do a kara Focus with HK, then dash forward to cover a large amount of ground quickly. This enables you to more easily approach an opponent who attempts to keep you out with fireballs or slow pokes like sweep.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60 (50)
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-4)
ON BLOCK	-21 (-4)

NOTES Crumple on counter hit, hyper armor for 1 hit before release, lower damage without claw

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80 (70)
STUN	150
STARTUP	18 + 11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+2)

NOTES Crumple state on hit, hyper armor for 1 hit before release, lower damage without claw

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140 (13)
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release, lower damage without claw



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90 (75)
STUN	100
STARTUP	10 + 11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-4)
ON BLOCK	-21 (-4)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release, lower damage without claw

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120 (105)
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+2)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210 (195)
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor, lower damage without claw

UNIQUE ATTACKS

Piece of Mercury ↘ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	100
STARTUP	20
ACTIVE	3
RECOVERY	13
ON HIT	+0
ON BLOCK	-4
CANCEL	–

NOTES 10~22f airborne

Cosmic Heel ↘ + HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	14
ACTIVE	5
RECOVERY	10+4 ON GROUND
ON HIT	–
ON BLOCK	-3
CANCEL	–

NOTES 14~28f airborne and low crush, puts opponent in free juggle state

Back Slash P P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	65
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~57f invincible

Piece of Mercury: Vega hops forward and smashes his foot down on his opponent's head. Piece of Mercury is an overhead attack that can go over some low strikes with enough reach to hit an opponent from mid-range. This move works well to augment Vega's poking game once you have established that Vega will beat your opponent at mid-range. After your opposition is worried about Vega's overhead and blocking high, you can use this opportunity to sneak a hit for bigger damage and use crouching MK leading into Combo IV on hit.

Cosmic Heel: Vega hops forward and launches his opponent into the air with a kick extending in front. If Cosmic Heel hits an opponent in a neutral state, the opponent is launched into a free juggle state, allowing you to use any attack for a reset or a knockdown. If Vega hits an opponent that has already been launched by Cosmic Heel, he puts his opponent in a limited juggle state and can only hit his opponent with an attack that has juggle potential. Cosmic Heel is airborne and can go over low normals and low projectiles. If spaced properly, Cosmic Heel can have an advantage of up to +2 on block. If it hits an opponent on the final active frames, you will have enough time to link Ultra I or Ultra II if you begin charging immediately after your initial directional input.

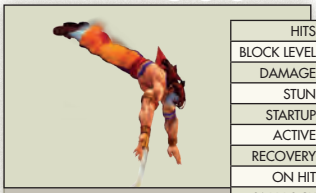
Back Slash: Vega leaps backward invincibly doing a back handspring followed by a back flip. During the back handspring, Vega can pick up a dropped mask or claw if either can be found near his hands. Back Slash covers a large amount of ground, leaving Vega approximately half of a screen's distance from where he started. Vega is only vulnerable for the final 8 frames of this move. It should only be used sparingly due to its long recovery period; an opponent who expects a Back Slash can react to it and punish Vega's attempt at escaping pressure.

Short Back Slash: Vega makes one invincible backward jump doing a backflip. Vega's Short Back Slash traverses slightly less distance than his backdash. Vega is only vulnerable for the final 10 frames of this move. This move recovers much more quickly than the longer traveling P P P Back Slash. When used in conjunction with Back Slash and with Vega's ordinary backdash, you can cloud your opponent's judgment and force the opposing player to guess on which of Vega's three escape tools they intend to punish.

Wall Jump: While Vega jumps toward the edge of the screen, he can jump forward off of the wall by pressing the direction opposite of his jump. This works on either side of the screen and works by jumping forward or backward. Vega only needs to be near the edge of the screen and does not have to be in the corner of the stage. Vega jumps further from the wall than he would jump straight off of the ground, making this useful for escaping corner pressure. There is a 6-frame delay after he jumps before he can perform actions.

Pick-Up Mask: When Vega's mask falls off, he has to manually pick it up. There is neither an animation nor any recovery for Vega as he picks up his mask, though he can only use this ability when he is in a neutral position.

Short Back Slash K K K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	42
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~32f invincible



Wall Jump
Jumping backward near wall, ↶

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	6
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Pick-up Mask
Near mask ↓ + P P

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	1
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

SPECIAL MOVES



LK Scarlet Terror
Charge ←, → + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	150
STARTUP	7
ACTIVE	10
RECOVERY	15+8 ON GROUND
ON HIT	–
ON BLOCK	-12
CANCEL	–

NOTES Soft knockdown, 1~16f throw invincible, 3~31f airborne, puts opponent in limited juggle state, charge time 42f

MK Scarlet Terror
Charge ←, → + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 60
STUN	100, 100
STARTUP	7
ACTIVE	5, 5
RECOVERY	14+9 ON GROUND
ON HIT	–
ON BLOCK	12
CANCEL	–

NOTES Soft knockdown, 1~16f throw invincible, 3~30f airborne, first hit puts opponent in limited juggle state, second hit juggle potential 1, charge time 42f

HK Scarlet Terror
Charge ←, → + HK

HITS	2
BLOCK LEVEL	HL
DAMAGE	100, 60
STUN	100, 100
STARTUP	4
ACTIVE	8, 5
RECOVERY	14+9 ON GROUND
ON HIT	–
ON BLOCK	-15
CANCEL	–

NOTES Soft knockdown, 1~16f throw invincible, 3~30f airborne, puts opponent in limited juggle state, second hit juggle potential 1, charge time 42f

EX Scarlet Terror Charge ←, → + K K

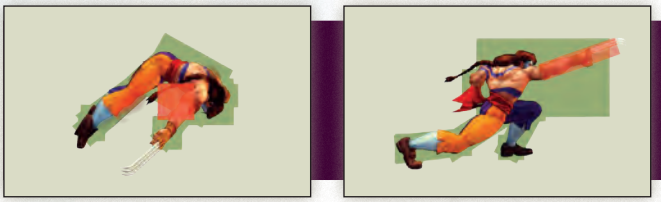


HITS	2
BLOCK LEVEL	HL
DAMAGE	110, 70
STUN	150, 100
STARTUP	4
ACTIVE	8, 5
RECOVERY	14+9 ON GROUND
ON HIT	–
ON BLOCK	-15
CANCEL	

NOTES Soft knockdown, 1~4f projectile and throw invincible, 3~30f airborne, puts opponent in limited juggle state, both hits juggle potential 1, charge time 42f

Scarlet Terror: Vega does a backflip while leaping forward and kicking upward. The hitbox for Scarlet Terror is above and in front of Vega, allowing you to use these attacks as anti-air (if you are ready to use it early). Likewise, all versions are invincible to throws and break armor, allowing for a bit of utility. Though invincible to projectiles and throws, the EX version does not have true invincibility; it is still countered by strikes, so use it sparingly as a reversal. The LK version recovers quickly enough to allow Vega to juggle his opponent with the second hit of another Scarlet Terror (see Combo II).

LP Rolling Crystal Flash
Charge ←, → + LP



HITS	2
BLOCK LEVEL	HL
DAMAGE	20, 90 (20, 80)
STUN	20, 100
STARTUP	9
ACTIVE	9 (7) 4
RECOVERY	22
ON HIT	+2
ON BLOCK	-2
CANCEL	–

NOTES Lower damage without claw, charge time 50f

MP Rolling Crystal Flash
Charge ←, → + MP



HITS	4
BLOCK LEVEL	HL
DAMAGE	20X3, 90 (20X3, 80)
STUN	20X3, 100
STARTUP	16
ACTIVE	9 (5) 8 (5) 8 (6) 4
RECOVERY	22
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

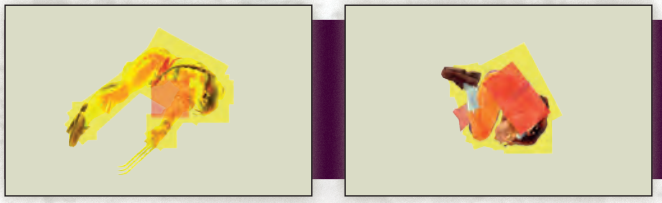
NOTES Lower damage without claw, charge time 50f

HP Rolling Crystal Flash
Charge ←, → + HP

HITS	5
BLOCK LEVEL	HL
DAMAGE	20X4, 90 (20X4, 80)
STUN	20X4, 100
STARTUP	20
ACTIVE	9 (5) 8 (5) 9 (5) 8 (6) 4
RECOVERY	22
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES Lower damage without claw, charge time 50f

EX Rolling Crystal Flash
Charge ←, → + P P

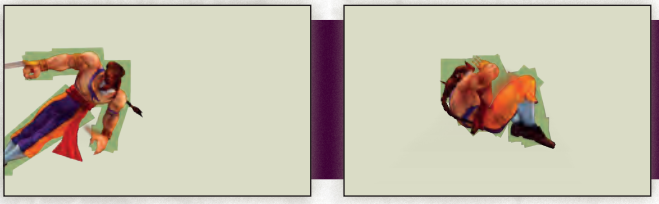


HITS	5
BLOCK LEVEL	HL
DAMAGE	20X4, 90 (20X4, 80)
STUN	20X4, 100
STARTUP	20
ACTIVE	9 (5) 8 (5) 9 (5) 8 (6) 4
RECOVERY	20
ON HIT	+4
ON BLOCK	+0
CANCEL	–

NOTES Lower damage without claw, 1~78 projectile invincible, charge time 50f

Rolling Crystal Flash: Vega rolls forward doing up to three somersaults before stabbing his opponent with his claw. The stronger the punch button you press, the farther Vega travels. The LP version is relatively fast and will combo off of a normal. Vega can Special cancel if he is close to his foe. The MP, HP, and EX versions of this attack are slow to start up, so they only combo off of Vega's attacks with larger amounts of hitstun. As the EX version is projectile invincible from the first frame, you can use it to beat a predictable fireball at mid-range. All versions are safe on block and can be cancelled to Red Focus Attack for a crumple.

Flying Barcelona Attack
Charge ↓, ↑ + K



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	31 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Airborne from 8f, quickest attack on 27f, charge time 42f

Flying Barcelona Attack: Vega flies to the wall and leaps off toward his opponent, deftly maneuvering himself to where the opponent is or might be. After reaching his opponent, Vega attacks by grabbing his opponent (if in throw range) or slashing them with his claws (if outside of throw range). All versions of the Claw Attack are unsafe on block. Izuna Drop is short range and can be difficult to hit shorter characters when they crouch. Izuna Drop is a hard knockdown on successful hit.

During the EX version, Vega's flight to the wall counts as an attack that can potentially cross-up an opponent on the ground. Also, the claw attack hits twice; if the claw is done late enough, it will break Focus Attacks on grounded opponents. The first hit of EX Flying Barcelona Attack puts Vega's enemies in a free juggle state, allowing you to combo off of an occasional trade when he's nearby. You even have enough time to charge up for a second Special or for an Ultra. It is easy to combo into an EX Flying Barcelona Attack from almost any hit due to the speed of Vega's ascension upon activation (see Combo I).

After landing an Izuna Drop, Vega has a safe jump against all 6-frame or slower reversal attacks that can be timed by whiffing a crouching MP and then doing a forward jumping HP.

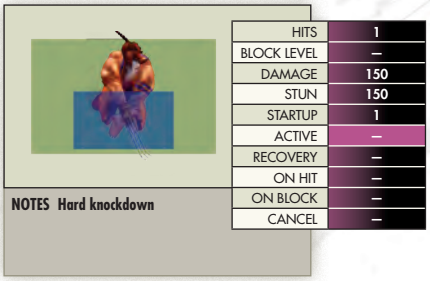
Flying Barcelona Claw Attack
During Flying Barcelona Attack, P



HITS	1
BLOCK LEVEL	H
DAMAGE	90 (80)
STUN	100
STARTUP	5
ACTIVE	11
RECOVERY	31 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Lower damage without claw, soft knockdown on hit

Izuna Drop
During Flying Barcelona attack, any direction + P



HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	150
STARTUP	1
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown

EX Flying Barcelona Attack
Charge ↓, ↑ + K K



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	9
ACTIVE	ACTIVE UNTIL WALL
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Puts opponent in free juggle, airborne from 8f,charge time 42f

EX Flying Barcelona Claw Attack
During Flying Barcelona Attack, P



HITS	2
BLOCK LEVEL	H
DAMAGE	50, 90 (40,80)
STUN	50, 100
STARTUP	5
ACTIVE	11
RECOVERY	31 ON GROUND
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Lower damage without claw, soft knockdown on hit, both hits put opponent in limited juggle state, 2nd hit juggle potential 2

EX Izuna Drop
During Flying Barcelona attack, any direction + P



HITS	1
BLOCK LEVEL	–
DAMAGE	150
STUN	150
STARTUP	1
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Hard knockdown

Izuna Drop Loop: After successfully landing an Izuna Drop, Vega has enough time to reach the wall with another Flying Barcelona Attack and attempt another Izuna Drop. This loop works best against large opponents like Zangief, Abel, or T. Hawk. As this isn't a particularly tight mix-up, Vega's opponents have several options available to them. This leads to you trying to guess if your opponent will Focus, jump, or use an invincible reversal. If your opponent jumps, you will lose to an early Claw Attack. Against Focus Attacks, you must either retreat while still in the air or successfully grab the opponent. Against invincible reversals, you can maneuver behind and back to the front of your opponent to make their reversals go the wrong way. This works best against reversals that travel upward at an angle, such as Cammy's Cannon Spike, while it works the worst against more vertically rising reversals, such as Fei's Dragon Kick. Opponents delaying their wakeup actually makes repeated Izuna Drops much easier to successfully hit due to Vega's opponent losing what time he had to try to maneuver away.

Sky High Claw Charge ↓, ↑ + P



HITS	1
BLOCK LEVEL	HL
DAMAGE	110 (100)
STUN	200
STARTUP	9 MIN, +15
ACTIVE	23
RECOVERY	13+17 ON GROUND
ON HIT	–
ON BLOCK	-20
CANCEL	–

NOTES Lower damage without claw, soft knockdown, airborne from 8f, charge time 42f

EX Sky High Claw Charge ↓, ↑ + P P



HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 60 (50, 50)
STUN	100, 100
STARTUP	8 MIN, + 10
ACTIVE	25
RECOVERY	13+17 ON GROUND
ON HIT	–
ON BLOCK	-18
CANCEL	–

NOTES Lower damage without claw, 34f projectile invincibility starting when Vega reaches the wall, soft knockdown, armor break, airborne from 8f, charge time 42f, 2nd hit juggle potential 1

Remove Mask ↙ + P P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	40
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Remove Claw ↙ + P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	43
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –

Sky High Claw: Vega leaps to the wall then flies horizontally at a fixed height across the screen. As all versions of this attack are unsafe on block, the normal version of this move is only useful against an opponent that you know will try to jump back to escape from Vega's Flying Barcelona Attack. The EX version armor breaks, is projectile invincible, and also works well as a quick cross-up and knockdown near the corner.

Remove Mask and Claw: Vega can taunt his opponent by throwing off his claw. There are no in-game positives for Vega losing his claw, as his damage, range, and priority diminish on all punch attacks.

You can spend one bar to throw off Vega's mask with the EX version of this move. In a pinch, this may be useful, as it gives Vega a 10% boost in damage output. At the end of a round when Vega doesn't have enough life to take a hit or block a Special, the damage increase Vega receives will make no difference. Meanwhile, the damage output could potentially change the outcome of the match. If Vega dizzies his opponent, he has enough time to throw off his mask and then jump in or use a raw Ultra to deal the extra 10% damage he gains when he removes his mask.

SUPER & ULTRA COMBOS

Flying Barcelona Special: Vega flies to the wall performing a Super version of either Flying Barcelona Attack or Izuna Drop. The Super flash does not activate until Vega reaches the wall. There is no invincibility on the startup of Vega's Super and he loses the meter before the Super flash occurs. It is possible to lose Vega's Super meter before he even leaves the ground. Vega's ascension to the wall now works similar to EX Flying Barcelona Attack and Ultra I.

Flying Barcelona Special
Charge ↙, ↖, ↙, ↑ + K



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	0
STARTUP	9
ACTIVE	UNTIL WALL
RECOVERY	–
ON HIT	–
ON BLOCK	–

NOTES Charge time 42f, projectile invincible while springing off wall

Flying Barcelona Special
After wall, P



HITS	4
BLOCK LEVEL	H
DAMAGE	60X3, 100
STUN	0
STARTUP	1
ACTIVE	11 (2) 10
RECOVERY	31 ON GROUND
ON HIT	–
ON BLOCK	-16

NOTES Hard knockdown, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4, puts opponent in free juggle state

After the flash, Vega is able to control his movement left or right to direct himself to his opponent. When he's near, Vega attacks with Super versions of a claw attack or an Izuna Drop. Unlike his normal and EX versions of Flying Barcelona Attack, the range on the Super version's grab is quite large. The ordinary tricks of focusing or just crouching will not help Vega's opponents; instead, they will have to try to beat the move clean, be invincible for the duration of when Vega is close enough to strike, or dodge it early.

Rolling Izuna Drop
After wall, any direction + P



HITS	3
BLOCK LEVEL	–
DAMAGE	100X
STUN	0
STARTUP	1
ACTIVE	11
RECOVERY	31 ON GROUND
ON HIT	–
ON BLOCK	–

NOTES Hard knockdown

Bloody High Claw
Charge ↙, ←, ↙, ↓ + K K K



HITS	6
BLOCK LEVEL	HL, H
DAMAGE	30, 90X5
STUN	0
STARTUP	8
ACTIVE	ACTIVE UNTIL WALL, 7
RECOVERY	31
ON HIT	–
ON BLOCK	-45

NOTES 1f~end projectile invincibility, hard knockdown, charge time 42f

Splendid Claw
Charge ↙, →, ←, → + K K K



HITS	3
BLOCK LEVEL	L
DAMAGE	150X3
STUN	0
STARTUP	1+7
ACTIVE	15
RECOVERY	39
ON HIT	–
ON BLOCK	-36

NOTES 1~12f invincible, hard knockdown, charge time 42f

CI: Bloody High Claw: Vega soars towards the wall of his choosing before the Ultra flash occurs. This leap is an attack similar to EX Flying Barcelona Attack. When Vega reaches the wall, he flies diagonally toward the opposite corner very quickly. Bloody High Claw is projectile invincible after it reaches the wall. If the first attack hits, Vega's opponent is juggled to a position where the rest of the attacks follow up. The first hit can be timed to hit a rising opponent who chooses to block, as a surprising left-right guessing game.

UCII: Splendid Claw: Vega slides rapidly across the ground hitting his opponent low. If he hits, Vega launches his opponent and slashes them with his claw. This is Vega's only invincible attack, so it is useful as a reversal or anti-air. It can also punish projectiles from mid-range or even work as a whiff punish due to its speed.

Recommended Ultra Choice: Ultra II or Double Ultra

Vega gains the most utility from Ultra II in almost every match. If you are comfortable with ambiguous Ultra I setups or are against a character with a strong projectile game (such as Akuma or Sagat), Bloody High Claw would certainly be useful. In these situations, it is often still not worth losing the utility of Splendid Claw, so you would best be served choosing Double Ultra. As Vega seldom manages to land a combo into his Ultras, the damage reduction from choosing Double Ultras will hurt more noticeably than other characters. So if you aren't facing a long-range projectile character, and aren't comfortable with Bloody High Claw tricks, Splendid Claw is the stronger choice.

Overview

PROS:

- Vega has arguably the best mid-range game of any character in the game
- Fastest walk speed in the game
- It is quite frustrating to get in past Vega's fantastic ground normals

CONS:

- Vega has the second lowest stun
- Weak options for keeping opponents from jumping in
- Vega's only invincible attack is Splendid Claw, his second Ultra
- He is at a great disadvantage when his opponent has knocked him down and goes for a mix-up

Vega is arguably the best character in *SFIV* at controlling the mid-range game. No other character has pokes that are as long-reaching and safe. He is tied for the fastest forward walk speed in the game while his backward walk speed is in a class of its own, even outpacing many characters' forward walking speeds. Between the speed of his walk and his attacks, Vega can dominate other characters to where it feels like there is no way to get in. Sadly, these tools come at a price. Vega has perhaps the weakest defensive options of any character in the game. He has only one attack that works as a reversal and is generally weak against characters that like to control the air and press their advantage after knocking their opponents down. To combat this, you must be vigilant in controlling the range where you fight your opponent; you must use your speed and cunning to keep the fight where you want it while frustrating your opponent into opening up.

Vega's objective is to dominate his opponent at mid-range. He achieves this by:

- Attacking with a hit and run game plan
- Using speed and escape options to avoid being trapped by opponents
- Controlling his opposition from beyond their range with excellent normal attacks
- Avoiding scenarios where Vega's weak anti-air capabilities can be exploited
- Forcing the enemy to come to you

VEGA'S TUNING HISTORY



Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Ultra II added	—
↖ + MK now hits overhead, startup increased from 19 frames to 20, active frames reduced from 4 to 3, advantage on block increased from -5 to -4, advantage on hit increased from -1 to 0	Makes Vega's offense more threatening
Rolling Izuna Drop Super damage increased from 90, 90, 117 to 90, 90, 180	—
Ultra I now hits as it goes to the wall	Vega can now use a variety of setups for ambiguous Ultra I or use it as anti-air

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
Backdash now airborne from first frame after invincibility ends	No longer receive a grounded hit as soon as invincibility of backdash ends
CR. MP damage reduced from 70 to 60	—
CR. MK startup reduced from 8 frames to 6	Much better poke, less likely to be beaten by attacks at mid-range
CR. HK damage lowered from 110 to 90	—
↖ + HK advantage on block reduced from -1 to -4	Less safe on block, slightly reduces the usefulness as an approaching attack as Vega must be nearly at max distance for the move to become safe
EX Rolling Crystal Flash recovery reduced from 22 frames to 20, advantage on block increased from -2 to 0, advantage on hit increased from +2 to +4	Allows for new links leading to high damage
EX Flying Barcelona Attack damage reduced from 50 to 30	—
Rolling Izuna Drop Super damage increased from 90, 90, 180 to 100, 100, 200	—
Ultra II startup increased from 0+7 to 0+9, invincibility increased from frames 1~13 to 1~14	Worse as a reversal or anti-air

Arcade Edition to 2012 Update

CHANGE	EFFECT
CR. HK damage increased from 90 to 110	—
↖ + HK advantage on block changed from -4 to -3	Slightly safer on block, slightly more useful to use as an approach
All versions of Sky High Claw now knockdown	—
Ultra I hitbox adjusted, juggle potential increased to 2 on the second hit	Vega connects with the second portion of Bloody High Claw more often when he gets the first hit, increased juggle potential enables usage in combos after ↖ + HK

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CR. HP active frames increased from 2 to 4	Better as anti-air
Mask Pickup is now a command, ↑ + P P while near the mask	Vega has to intentionally pick up the mask in case he wants to keep his higher damage output
MP Rolling Crystal Flash FADC forward blocked advantage increased from 0 to +3	Allows Vega to spend meter for offensive pressure
Jump-in LK hitbox extended	Now crosses up
All versions of Rolling Crystal Flash charge time reduced from 60 frames to 50	Easier to get charge during combos
Super now has an attack added to the jump to the wall dealing 100 damage, Rolling Izuna Drop damage reduced from 400 to 300, Super gauge consumption changed from when Vega reaches the wall to when Vega inputs the command	Much easier to combo into Super, offers Vega the same sorts of ambiguous left/right setups he gets from Ultra I and EX Flying Barcelona Attack
Ultra I forward charge attack's hitbox expanded to match EX Flying Barcelona Attack	Better as anti-air
Ultra II startup reduced from 8 frames to 7	Better as anti-air and as a reversal
Close MK startup reduced from 6 frames to 5, recovery reduced from 13 frames to 10, advantage on hit increased from +3 to +5, advantage on block increased from -1 to +2	Faster on startup, enables new combos

MASK AND CLAW

Vega fights with a mask to protect his face and a claw to frighten and damage his foes. Throughout the course of his fights, if Vega is hit or forced to block too many attacks, his mask and claw will fall off. After his claw falls off, Vega loses 10 damage on any attack involving his claw, including Special attacks and his Super Combo. Multi-hit attacks will lose 10 damage per hit. Vega also loses a good deal of range on his attacks. If Vega's mask is gone, he both receives and deals 10% additional damage. In the event of two Vegas fighting each other, when neither character has a mask, the multipliers stack and both Vegas will deal and receive 21% additional damage.

The speed at which Vega's claw will fall off is based on the types of moves that Vega is forced to hit or block. Focusing through an attack can no longer cause Vega to lose his equipment. Vega's claw will fall off after he blocks around 50 hits of normal attacks or 25 hits of Special attacks. Moves that hit multiple times do accumulate additional wear and tear on Vega's gear, but not at a constant rate. If Vega is being hit, he will lose his claw after around 13 hits of normal attacks or 6 Special attacks. Vega's mask will fall off after it has received about 50% more damage than his claw. The wear and tear on Vega's equipment can accumulate over time and, unlike stun values, does not drop after a period of inactivity.

In a vacuum, a Vega player always wants to keep Vega's gear on. Your opponents likely know this and will attempt to guard Vega's gear by standing on it or potentially locking the screen in a position where Vega cannot reach his equipment. It is occasionally viable for you to forgo picking up your mask and instead opt to deal the additional 10% damage with the risk of receiving 10% additional damage. This becomes more reasonable the lower Vega's lifebar becomes; at the very end of his life when he is not even able to block a Special move, there is no longer a penalty for not wearing the mask at all.

LONG RANGE

Although Vega doesn't have many options at long range, he's also not in a bad circumstance due to his high mobility. Vega's overall long-range goals change based on the current circumstance in the round. When behind on life and attempting to get in on your opponent from long range, the best method is to simply walk towards your opponent. If projectiles are barring your path, pay attention to your opponent's habits, bide your time, and then Focus dash (or HK kara Focus dash), use either Ultra, or just jump over a fireball. If you get far enough away from your opponent, it is safe to jump over a projectile and break range without fear of an uppercut shooting you down.

If you have a reasonable life lead, especially as time is dwindling down in the round, you should focus on keeping as much space from your opponent as you can. Vega can cross a lot of ground quickly by jumping back to the corner and then wall-jumping at the peak of his jump. When his back is against a corner against another character throwing projectiles, you can use Bloody High Claw or EX Sky High Claw to quickly jump off the near wall and attack your opponent from full screen. If done correctly, Vega will knock his opponent down and be out of the corner in one fell swoop.

If you have a substantial life lead at long range, you can easily get around fireballs with Back Slashes and Focus backdashes to squander time and make your opponent come to you. Since Vega has good options to avoid fireballs, there is often no need to worry at all in a long-range match if you simply pay attention and watch for when your opponent gets frustrated and decides to start jumping at you.

While running away, you have several options to keep yourself from being cornered. If you can ever manage to connect a crouching MP while you have charge, you can simply cancel to EX Izuna and go to the far wall. Vega can wall-jump for about half a screen's distance. You can also potentially make an opponent block a HP or EX Rolling Crystal Flash, which will put over half of a screen behind Vega, allowing you space to retreat again. If you're willing to burn the meter, Vega can even FADC the claw attack at the end of Rolling Crystal Flash and end up further forward with 1 frame of advantage on block, allowing you to potentially start up offense again, giving you the option of either finishing your opponent or pushing him back in order to continue running away.

MID-RANGE

Vega is at his strongest working from neutral game, staying just inside of and out of Ryu's max-range sweep. His normals and walk speed allow him to dominate his opponent. Crouching MP and standing MK are Vega's primary tools in this range. Both have such incredible range and rapid recovery that they are very safe to throw out without fear of reprisal on the ground. Standing HP is Vega's best tool for whiff punishing. It is active on 8 and deals 120 damage on hit and outranges even his already long-range crouching MP.

Once you've demonstrated dominance with Vega's standing and crouching normal attacks, it can generally be assumed that your opponent will be reluctant to try to attack from this range. If the opponent stays on the ground, this leaves him open to Vega's long-range kara throw with standing HK. Vega's kara throw becomes most effective when used in conjunction with standing LK poke strings. Standing LK has excellent range and can be hit confirmed into a short combo ending in crouching HP or crouching MP (see additional Combos IV and V).

If the opponent attempts to stay mobile in this range, Vega's crouching MK will catch them trying to dance in and out of range from a long way off. From a slightly closer range, you will have time to confirm for a combo, crouching MK, crouching LP, or crouching MP ▷ ↻ + K K.

Cosmic Heel (↖ + HK) will go over lows and allow you to enter close range with reasonable safety. It's fairly slow on startup, so it would behoove you to establish that you will punish whiffed normal attacks before using it as an entry tool. From this range, Cosmic Heel will generally hit meaty and may potentially leave you at frame advantage on block. From here, pay attention to how your opponent reacts. Many players will have a gut reaction of throwing Vega after any blocked Cosmic Heel, and that will leave them open to punishment with a Scarlet Terror.

CLOSE RANGE

At close range, Vega does not gain as much as many other characters. Vega does not have any chaining light attacks, so there will always be gaps in his pressure. This in turn allows your opponent to always have a reversal attempt open to them without fear of un-blocking and eating a low combo. When up close, you can't make good use of Vega's walk speed to dodge attacks, as you will be caught by a low. Vega's crouching LK doesn't have enough frame advantage to link off of while his crouching MK has such fantastic range that you don't have to put Vega in harm's way to rely on a low. Even his throw has enormous range. As there is much additional danger when you are up close to your opponent, you must be more cautious about when to attack and when to defend. What you gain at close range is the potential for higher damage and greater opportunity for baiting opponents into opening themselves up. From up close, you can continue to threaten your opponent with Vega's kara throw, allowing you more ticks before leaving throw range, giving you a greater potential for landing throws or countering an opponent who is afraid of throws. At the same time, you can harass and annoy with Vega's overhead at any point, which in turn can cause your opponent to block standing, leaving them open to real damage from confirming off of a crouching MK.

At close range, you can use Vega's Short Back Slash to beat your opponent's reversal attempts. This is especially effective when your opposition feels that a reversal is a safe option due to having enough meter to focus cancel on block. As Vega is completely invincible during his Back Slash, your opponent will not even touch you; he will sail helplessly through the air and Vega will recover quickly enough to punish with Combo III or Combo X if you have the resources.

From this range, Cosmic Heel will generally be -3, but it still goes over low attacks, so it's worth it to throw it out after a blocked LP or crouching MK. If you establish that you like doing this early on, you can occasionally press your advantage and sneak in a standing HP. Standing HP is easily confirmable into Combo III.

Given that Vega generally fights strongest from mid-range, it is occasionally a good idea to cancel normals into Short Back Slash to get away from your opponent with relative safety, as well as punish a reversal attempt if the opposition decided to reverse during your pressure string (see Combo IV for an example). It is also worth noting that, if you're more comfortable further from your opponent, you can always push him out with far standing LK strings or crouching LP strings.

After knocking an opponent down at close range, Vega has relatively weak offensive options. Vega does not have easy safe jump setups or invincible option selects. If you are cornered, position Vega on the far side of the opponent with a wall jump or a Sky High Claw, and then return to the mid-range game where Vega excels.

You can use Cosmic Heel to hop over an opponent who is on the ground, confusing them and allowing you to sneak in a hit from the far side. After Vega's crouching HK slide, you are close enough to simply link the ↖ + HK. After an Izuna Drop, you must dash forward first, then link the Cosmic Heel. These setups aren't fast enough to cause a reversal attack to go the wrong way, but they will stop an opponent's ability to charge back. If done a touch late, Vega won't be able to cross over his foe and will instead remain on the front side to make this setup a bit more ambiguous.

Though more challenging than with characters who can chain their light normals, you can use an option select to stop opponents from backdashing away at every opportunity. Simply option select a meaty crouching LP with a crouching HK to chase down opponents attempting to escape your pressure. Against characters with slow movement and backdashes with a minimum of 25 recovery frames, you can instead option select a crouching LP with ↖ + HK and get a juggle combo off of Cosmic Heel on successful hit.

If you have your opponent focused entirely on the ground game, you can sneak in a jump that isn't likely to be hit with an anti-air. Against a taller opponent such as Abel, Seth, or Sagat, you can use a jumping HP to attack from the front due to its exceptionally deep range, or you can use jumping LK to hit your opponent from behind. In order for these to hit, you must time the HP so it hits early but the LK so that it hits late. If your opposition isn't precise with his blocking, you will be able to land and get a combo.

Vega's angled jumping HP and HK have a deep enough hitbox to catch an opponent who is standing up while holding down back for a free hit. Against characters such as Chun Li or Dhalsim, this may not be safe unless you land an instant overhead as the final hit in the round. Against slow reversals such as Balrog or E. Honda's EX Headbutts, when Vega jumps forward as he uses his instant overhead, he will be safe. If you can make your opponent block a jump-in HP or HK, you can force your opponent into a high/low guessing game between an instant overhead fuzzy guard or a crouching MK confirmed into a combo. This works especially well after a safe jump.

One of Vega's greatest shortcomings is his relative inability to keep his opponents off of him. First and foremost, you must control the area where Vega stands. Typically, if you are trying to play a ground-based mid-range game, your opponent can make a read and jump at you with relative safety due to Vega having neither fast anti-air normals nor an invincible attack that can be easily thrown. If your opponent reaches a range where he can jump in and you cannot anti-air well, you need to move Vega in or out depending on how far from the corner he is.

Vega can most consistently anti-air his foes by jumping up and meeting them in the air. Vega's air throw, Stardust Drop, never trades, and when successful, ends with a grounded opponent and buys you some space to work with on the ground (in the event Vega was near the corner). Forward jumping MP hits very far in front of Vega while backward jumping HP and HK work very well if you see the jump relatively early. Winning an aerial exchange with neutral jumping roundhouse requires a very early jump; though it works well, you generally have to jump so early you are likely better off using air throw.

You can occasionally use a crouching HK to assume a low profile and slide out the other side. This is exceptionally good when you are being backed into a corner and would like to gain some space. If your opponent is trying to set up a wall with neutral jumping attacks, use far stand fierce for an attack that doesn't point downward at all, or use Cosmic Heel as it will generally win an exchange but also net you a juggle combo.

Vega has weak wakeup options and you will be forced to guess your way out of your opponent's mix-ups more than many other characters. His second Ultra Combo is his only attack with invincibility. Even worse, as Splendid Claw requires a back charge, opponents can safely take Vega's charge away while he is grounded, leaving him no invincible wakeup at all. This leaves six defensive options you will always have access to: block, Short Back Slash, Back Slash, backdash, Focus-backdash, and throw tech. Fortunately, Vega has one of the best backdashes in the game, since it travels fast and recovers quickly.

Finally, if you are positive that your opponent is going to throw Vega, then any version of Scarlet Terror is a reasonable choice. All Scarlet Terror kicks are invincible to throws from the first frame, so you can use them to crush a throw attempt for reasonable damage.

Combos

I. CR. LP, CR. LP, CR. MP ▷ ↷ + K K, move toward opponent, → + P

219 damage, 305 stun

This challenging combo is Vega's bread-and-butter hit confirm. Comboing off of a crouching LP requires 1-frame precision to link with both itself and crouching MP. This combo includes the minimum number of attacks Vega must use to have enough time to fully charge his Flying Barcelona Attack. However, if Vega starts attacking his opponent while already crouching, you have plenty of time to confirm a hit and cancel the second attack into EX Izuna Drop without that pesky extra light punch.

Due to the excessive range of Vega's crouching LP and crouching MP, you can continue to link up to five crouching LP in some circumstances. If your opponent blocks the first LP or two, you still have enough range to continue to frame trap with additional crouching LP and confirm off of later hits. If you see a hit while continuing to pressure with crouch jabs, you will already have the charge prepared so Vega will not need the extra jab and can go directly to his EX Flying Barcelona Attack.

II. ↖ + HK, charge ↙, → + HK

240 damage, 300 stun
↖ + HK, charge ↙, → + LK, charge ↙, → + K K
268 damage, 370 stun
↖ + HK, charge ↙, →, ←, → + K K K
440 damage, 100 stun
↖ + HK, charge ↙, ↖, ↙, ↷ + K K K
464 Damage, 100 Stun

You must begin charging down back as soon as you hit the HK button for Cosmic Heel in order to have enough charge time to link Scarlet Terror before your opponent hits the ground. To link an Ultra, you must hit your opponent in the later frames of Cosmic Heel to have additional time for charging.

III. CL. HP, charge ↓, CR. MP ▷ ↷ + K K, move toward opponent, → + P

289 damage, 345 stun

Vega's standard punish combo; Vega has plenty of time to charge for the Flying Barcelona Attack during the HP.

IV. CR. MK, CR. LP, CR. MP, ▷ ↷ + K K, move toward opponent, → + P

259 damage, 355 stun

This combo starts from a crouching MK and ends in a knockdown. If you do not start the combo with a bit of down charge, the crouching LP has to be included to create time to build the down charge necessary for the EX Flying Barcelona Attack. If the LP is omitted, the damage remains constant.

V. CR. LP, CR. LP, CR. LP, CR. LP, ST. HK

171 damage, 295 stun

Vega's standing HK has enough range and speed to be used as an ender to a combo of linked crouching jabs if you don't have or don't want to spend the Super meter on EX Flying Barcelona Attack.

VI. Charge ↙, → + LK, charge ↙, → + K K

210 damage, 300 stun
Charge ↙, → + LK, charge ↙, → + HK
160 damage, 250 stun

This combo can be used to beat a throw attempt on a read, or as very early anti-air. There is no invincibility on Vega's Scarlet Terror, but the hitbox is above him. This combo can even work in the event of Scarlet Terror trading on hit.

VII. ST. LK, ST. LK, ST. LK, CR. MP

154 damage, 210 stun
ST. LK, ST. LK, ST. LK, CR. HP
189 damage, 280 stun

This combo builds up space between Vega and the opponent. As you link Vega's crouching MP, you have the option of frame trapping your opponent by canceling into a LP Rolling Crystal Flash. You can also choose to create further space from your opponent by cancelling a concluding crouching MP into a Short Back Slash.

VIII. Charge ←, CL. HP ▷ → + P P, charge ↓, CR. MP ▷ ↷ + K K, move toward opponent, → + P

375 damage, 435 stun
Charge ←, CL. HP ▷ → + HP, charge down back, ↖, ↙, ↷ + K, move toward opponent, → + P
510 damage, 230 stun

You can score big damage off of Vega's close HP when he has enough time to prepare a back charge. EX Rolling Crystal Flash is +4 on hit, allowing you to link a crouching MP afterward for additional damage.

IX. Charge ←, CR. LP, CR. LP, CR. MP ▷ → LP EX Red Focus, charge down back, →, ←, → + K K K

365 damage, 314 stun
Charge ←, CR. LP, CR. LP, CR. MP ▷ → LP EX Red Focus, charge down back, ↖, ↙, ↷ + K K K
374 damage, 314 stun

With Red Focus attack, you can now combo into Ultras off of simple hit confirm. You can simply link either Ultra off of the crumple state; there's no need to complicate matters by dashing into an Ultra.

X. Charge ←, CL. HP ▷ → + HP EX Red Focus, charge down back, →, ←, → + K K K

508 damage, 300 stun
Charge ←, CL. HP ▷ → + HP EX Red Focus, charge down back, ↖, ↙, ↷ + K K K
521 damage, 300 stun

Similar to Combos VIII and IX, you can go for a high-damage combo into Ultra when Vega has a back charge, 3 meters to burn, and an Ultra attack available to him.

XI. CL. MK, charge down, CR. LP, CR. MP ▷ ↷ + K K, move toward opponent, → + P

259 damage, 365 stun

The *USFIV* increase on speed and advantage to Vega's close MK now make it useful as both a combo starter and to beat throw techs by characters like C. Viper who have a slow crouching LK. Vega does not have time to build a charge off of the MK alone, so you must link a LP before cancelling a third attack into EX Flying Barcelona Attack. Against an opponent who is attempting to throw tech late, you would still try to use close HP for the additional damage, but this is a good option against fast techs.

YANG

First appearance: *Street Fighter III* (1997)



Data

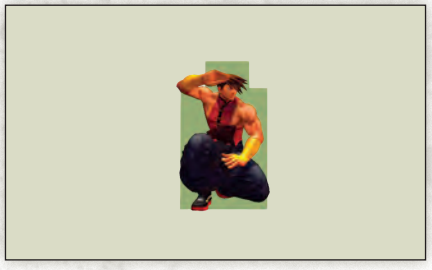
STAT	VALUE	RANK
Vitality	900	D
Stun Threshold	950	C
Forward Walk Distance Per Frame	0.047	B+
Backward Walk Speed Distance Per Frame	0.04	A
Dash Duration in Frames	18	B+
Dash Distance	1.45475	A
Backdash Duration in Frames	8 invincible, 10 airborne, 5 recovery (23 total)	C
Backdash Distance	1.4527	S-
Pre-jump Frames	4	A
Vertical Jump Duration in Frames	34	S
Diagonal Jump Duration in Frames	36	A
Diagonal Jump Distance	2.345	A+

W Ultra Damage: 75%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+8
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	55
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	12
ON HIT	+6
ON BLOCK	+4
CANCEL	SP, SU, TC

NOTES —

HP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 50 (40, 65)
STUN	100, 50
STARTUP	6
ACTIVE	1, 3
RECOVERY	17
ON HIT	+2
ON BLOCK	-5
CANCEL	SP, SU

NOTES Lower damage during Seiei Enbu

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4 (3)
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU, TC

NOTES Faster startup during Seiei Enbu

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	12
ON HIT	—
ON BLOCK	-2
CANCEL	SU, JU

NOTES Puts non-juggled opponent in free juggle state, puts free juggled opponent into limited juggle state, soft knockdown

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	10
ACTIVE	4
RECOVERY	18
ON HIT	-4
ON BLOCK	-8
CANCEL	—

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+8
ON BLOCK	+4
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	55
STUN	100
STARTUP	6
ACTIVE	2
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU, TC

NOTES Juggle potential 1

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	9
ACTIVE	4
RECOVERY	19
ON HIT	+1
ON BLOCK	-4
CANCEL	—

NOTES Juggle potential 1

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4 (3)
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU, TC

NOTES Faster startup during Seiei Enbu

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	10
ON HIT	+1
ON BLOCK	-1
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	10
ACTIVE	4
RECOVERY	18
ON HIT	-4
ON BLOCK	-8
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	L
DAMAGE	70 (60)
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES Lower damage during Seiei Enbu

Crouching HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	75, 50
STUN	125, 75
STARTUP	9
ACTIVE	3 (3) 2
RECOVERY	14
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES 2nd hit forces standing

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	SP, SU

NOTES Juggle potential 1

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	700
STARTUP	6
ACTIVE	2
RECOVERY	14
ON HIT	+1
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	150
STARTUP	8
ACTIVE	2
RECOVERY	23
ON HIT	—
ON BLOCK	-7
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral or angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	4
ACTIVE	11
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f lower body projectile invincible

Neutral or angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	4
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincible

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	8
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~14f lower body projectile invincible

Neutral or angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincible

Neutral or angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincible

Neutral or angled jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincible

DIAGONAL JUMP NORMAL MOVE

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	7
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile; other angled jumping attacks match neutral jumping attacks

NORMAL THROWS

Yang's backwards throw does an additional 10 points of damage over his forward throw, but leaves him with significantly less advantage and the opponent at almost full screen. You'll generally only use back throw defensively. Follow up your back throw with HK Teleport to close the gap into mid-range. Forward throw is what you'll want to use in your up-close offense. It positions the opponent at about two dashes away, leaving you with several good mix-up options (see Setups).



Youhan Shiun (LP) + (LK)

DAMAGE	120
STUN	100
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.902

Ento Shugeki ⟲ + (LP) + (LK)

DAMAGE	130
STUN	120
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.902



FOCUS ATTACKS

Yang crouches slightly during his charge-up and, on release, lunges forward to deliver a large swipe at his opponent. For an aerial-based offensive character, Yang possesses a valuable Focus Attack. Its range and speed rivals that of Akuma's Focus Attack, reaching well past his crouching MK. This gives him a wider zone of threat on the ground. Coupled with his ranged neutral jump dive kicks, Yang can keep an opponent pressured from past his mid-range pokes.

Use charged Level 2 Focus Attack release and then dash cancel to easily move into close range against passive opponents, or as a deterrent to mid-range projectiles and pokes. On hit, Yang gains a considerable amount of ground off of his combos (see Combo IV for a sample follow-up to a crumple) along with the momentum he needs as an aggressive, tempo-based character. If you choose to use a close MK follow-up after a Focus Attack crumple, you can actually dash twice before launching the crumpled opponent. Since close MK puts the enemy into a free juggle state regardless of whether they're airborne or grounded, you can gain an extra bit of distance in carrying the opponent to the corner this way.

Yang's Red Focus cancel in combos can be useful paired with his new ability to special cancel his standing MP. Using standing MP at max range canceled into MP Palm makes for an easy Red Focus crumple hit-check into a high-damage combo (see Combo XIII).



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	34
ON HIT	-20 (-2)
ON BLOCK	-20 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	-14 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	34
ON HIT	-20 (-2)
ON BLOCK	-20 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	-14 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

Senpukyaku: Senpukyaku is a "hop kick"-style overhead attack. It's at the slow end of the spectrum in terms of its startup time, but it does cover a considerable distance while having airborne properties. At only -2 on block, Yang's overhead is a relatively safe attack to throw out at mid-range; it hops over most low attacks while leading to a safe air recovery if you're hit out of it. Use Senpukyaku to finish off a low-health opponent or to land the remaining stun damage to cause a dizzy. Senpukyaku is best used on an opponent's recovery or simply against an enemy who's overly passive at mid-range. Although safe, landing an overhead doesn't net much other than 80 points of damage, so you'll usually want to spend most of your precious advantage applying dive kick and crouching MK pressure in mid-range. Once your enemies start respecting your powerful crouching MK ▷ Mantis Slash pokes, you can start going for sneaky overhead attacks.

Senpukyaku ↬ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	20
ACTIVE	4
RECOVERY	13
ON HIT	+0
ON BLOCK	-2
CANCEL	–

NOTES 8~19f low crush, 8~23f airborne

Raigeki Shu: Yang's "dive kick" can be performed with any kick button from both neutral and forward jump. Each kick button launches Yang at a different angle: LK at a steep downward angle, HK at a 45-degree angle, and MK somewhere in between. Raigeki Shu makes Yang an extremely mobile threat from almost anywhere on the screen. Unlike most melee-based in-your-face characters, Yang's dive kick affords him pressure at long range. Projectile-based characters have to think twice before throwing out fireballs, while most other characters have to be careful not to commit to long-recovery pokes.

At mid-range, Yang can neutral jump up and down while threatening to dive kick. This is a frustrating strategy to go up against because of the difficulty in defending against it. Exploit your opponent's reactions by mixing up the three versions you have access to. Use LK Dive Kick at a distance to bait out misplaced anti-air reversals and HK Dive Kick to engage. Blocked HK Dive Kicks at range usually leave you at positive frame advantage, allowing you to pressure your opponent up close.

At closer ranges, you can use LK Dive Kick as an instant "hop kick" or frame trap. As a mix-up to a normal throw or command throw, low-altitude dive kicks can be used to crush an opponent's option select tech or standing throw attempts, usually leading into a combo.

Raigeki Shu
During vertical or forward jump ↖ + K



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	7
ACTIVE	UNTIL GROUND
RECOVERY	6 ON GROUND
ON HIT	+10 MAX
ON BLOCK	+6 MAX
CANCEL	–

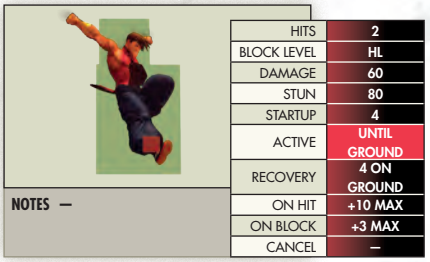
NOTES Juggle potential 1

Like most dive kicks, its frame advantage depends on the height at which it connects. For instance, standing Sagat blocking a high-altitude dive kick will have enough time to actually punish your recovery with a 5-frame Tiger Uppercut. This goes for dive kicks on hit as well. Hitting a dive kick won't always give you enough frame advantage to follow-up into a combo, so take into consideration the angle you're going to connect at as well as the height of the enemy character.

As a rule of thumb, you want to try to aim for the opponent's knees with your dive kicks. This ensures the hit is low to the ground, giving you plenty of frame advantage for a frame trap or a combo. Additionally, Raigeki Shu has a height requirement before it can be performed. Practice executing low dive kicks at the earliest possible moment during your jump ascension to avoid accidentally jumping and whiffing a normal jump attack. This will also help you with performing Combo IV.

On hit, you'll want to link your dive kick with the strongest possible ground attack. With high-altitude hits, you'll want to use a 3-frame crouching LK (see Combo I). With low-altitude hits (especially if you hit an opponent's crouching attack), you can potentially go for a follow-up of crouching MK, close HP, or close MK. Mastering all of the nuances in using Raigeki Shu is vital to playing Yang. With forward jump cross-up MK being a large threat, you can use LK Dive Kick to change your trajectory to land a deceptive frontal attack. Many of Yang's knockdowns revolve around a potential cross-up MK, so a tricky dive kick before you cross-up during your forward jump can net you a combo. This setup is particularly deadly in the corner.

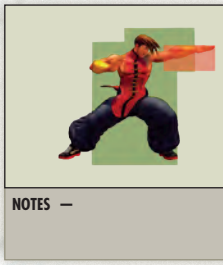
Target Combo 1
Angled jumping MK ▷ ↷ + MK



HITS	2
BLOCK LEVEL	HL
DAMAGE	60
STUN	80
STARTUP	4
ACTIVE	UNTIL GROUND
RECOREVERY	4 ON GROUND
ON HIT	+10 MAX
ON BLOCK	+3 MAX
CANCEL	—

NOTES —

Target Combo 2
MP ▷ HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	35
STUN	50
STARTUP	10
ACTIVE	4
RECOVERY	23
ON HIT	-3
ON BLOCK	-7
CANCEL	TC

NOTES —

Target Combo 2
MP ▷ HP ▷ ↩ + HP



HITS	3
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	15
ACTIVE	4
RECOVERY	22
ON HIT	—
ON BLOCK	-8
CANCEL	SU

NOTES Soft knockdown, projectile attack, armor break, puts opponent into limited juggle state

Target Combo 1: This 2-hit aerial chain is Yang's most useful target combo. It's used to give you more block and hit advantage off of early forward jumping MK. For instance, you'll usually want to stick out your jumping attack early when going for a blind forward jump (which gives the opponent less time to react, forcing them into standing blockstun); this target combo will let you cancel your jumping MK on hit or block with a dive kick, adding extra advantage for your combo or up-close pressure. It's also useful for breaking anti-jump Focus Attacks.

Target combo 3
LK ▷ MK



HITS	2
BLOCK LEVEL	HL
DAMAGE	40
STUN	60
STARTUP	7
ACTIVE	4
RECOVERY	19
ON HIT	+1
ON BLOCK	-5
CANCEL	TC, JC

NOTES Jump cancelable during active frames on hit or block

Target Combo 3
LK ▷ MK ▷ HK



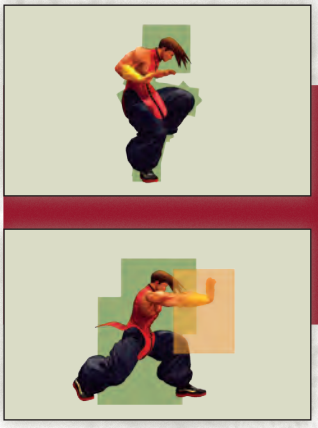
HITS	3
BLOCK LEVEL	HL
DAMAGE	87
STUN	100
STARTUP	5
ACTIVE	3
RECOVERY	17
ON HIT	—
ON BLOCK	-2
CANCEL	—

NOTES Puts opponent into limited juggle state, soft knockdown

Target Combo 2: With the second hit of this target combo being a punishable -7, its usefulness boils down solely to its ease of execution and its comboability off of stray standing LP and crouching LP. In *Ultra Street Fighter IV*, Yang can special cancel standing MP, making target combo 2 obsolete in most cases. You can always cancel standing MP into LP Mantis Slash or MP Palm for better combos and hit-checks.

Target Combo 3: Target combo 3 is the least useful of his three target combos. It provides a soft knockdown for some juggle potential in the corner. Performing the entire chain only leaves you at -2, while the second hit of the target combo can be jump canceled.

SPECIAL MOVES



LP Byakko Soshoda
↩ + LP

HITS	0
BLOCK LEVEL	—
DAMAGE	—
STUN	—
STARTUP	—
ACTIVE	—
RECOVERY	26 (24)
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES 2f faster recovery during Seiei Enbu

MP Byakko Soshoda
↩ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	16
ACTIVE	9
RECOVERY	17 (15)
ON HIT	+0
ON BLOCK	-7
CANCEL	SU

NOTES Armor break, projectile attack, faster recovery during Seiei Enbu

HP Byakko Soshoda
↩ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	22
ACTIVE	9
RECOVERY	15 (13)
ON HIT	—
ON BLOCK	+0
CANCEL	SU

NOTES Armor break, projectile attack, faster recovery during Seiei Enbu, puts opponent in limited juggle state

EX Byakko Soshoda
↩ + P P

HITS	1
BLOCK LEVEL	HL
DAMAGE	150
STUN	250
STARTUP	25
ACTIVE	13
RECOVERY	13
ON HIT	—
ON BLOCK	-10
CANCEL	SU

NOTES Armor break, projectile attack, faster recovery during Seiei Enbu, puts opponent into free juggle state, wall bounce

Byakko Soshoda: Byakko Soshoda is Yang's "palm" attack that's actually an invisible projectile. LP Palm is a fake version without an attack hitbox, but it recovers earlier. It's used to bait out actions from an opponent from up close or full screen. MP Palm is the version of palm you'll use for ground combos and certain juggles. It's comboable from crouching MK and standing MP while boasting 9 active frames. It's -7 on block, but does leave you at a comfortable distance; it's not the easiest move to punish as long as you're not using it at point-blank range. Cancel into MP Palm from standing MP or close HP for a powerful 2-hit punish combo, or to lead into a FADC combo (see Combo V). Its startup is a bit faster than the HP version, so it'll be the one to use when nullifying projectiles with palms at range.

HP Palm is a much slower version that does significantly more damage than MP Palm. While it doesn't combo from ground attacks, it's an excellent meaty attack tool. It's +/-0 on block, so using it meaty before an opponent's wakeup will net you a large frame advantage thanks to its high amount of active frames. For instance, after a crouching HK knockdown, performing meaty HP Palm followed by crouching MK ▷ LP Mantis Slash creates a true blockstring sequence. If the HP Palm is blocked, the rest of your sequence must be blocked. This can be used to create a large amount of pressure, especially mixed with the threat of command throws and overheads. The HP version of Palm is also preferred for certain max-damage juggle combos in the corner (see Combo VI).

EX Palm causes a wall bounce that leaves the opponent in a free juggle state, allowing for Ultra follow-ups. With its slow startup, you'll be using EX Palm after Focus Attack crumples or on a stunned opponent (see Combo XII).

LP Tourouzan, 1st hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	8
ACTIVE	2
RECOVERY	22
ON HIT	+1
ON BLOCK	-2
CANCEL	FC, TOUROUZAN 2ND

NOTES 8~31 cancellable to 2nd hit

MP Tourouzan, 1st hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	35
STUN	50
STARTUP	8
ACTIVE	2
RECOVERY	26
ON HIT	-1
ON BLOCK	-4
CANCEL	FC, TOUROUZAN 2ND

NOTES 8~35 cancellable to 2nd hit

HP Tourouzan, 1st hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	8
ACTIVE	2
RECOVERY	30
ON HIT	-3
ON BLOCK	-6
CANCEL	FC, TOUROUZAN 2ND

NOTES 8~39 cancellable to 2nd hit

LP Tourouzan, 2nd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	8
ACTIVE	2
RECOVERY	25
ON HIT	-1
ON BLOCK	-5
CANCEL	FC, TOUROUZAN 3RD

NOTES 8~34 cancellable to 3rd hit

MP Tourouzan, 2nd hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	50
STUN	50
STARTUP	8
ACTIVE	2
RECOVERY	30
ON HIT	-4
ON BLOCK	-8
CANCEL	FC, TOUROUZAN 3RD

NOTES 8~39 cancellable to 3rd hit

HP Tourouzan, 2nd hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	55
STUN	50
STARTUP	8
ACTIVE	2
RECOVERY	35
ON HIT	-6
ON BLOCK	-10
CANCEL	FC, TOUROUZAN 3RD

NOTES 8~44 cancelable to 3rd hit

LP Tourouzan, 3rd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	80
STARTUP	8
ACTIVE	2
RECOVERY	29
ON HIT	—
ON BLOCK	-8
CANCEL	FC

NOTES Soft knockdown, puts opponent in limited juggle state

MP Tourouzan, 3rd hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	65
STUN	80
STARTUP	8
ACTIVE	2
RECOVERY	33
ON HIT	—
ON BLOCK	-12
CANCEL	FC

NOTES Soft knockdown, puts opponent in limited juggle state

HP Tourouzan, 3rd hit

HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	80
STARTUP	8
ACTIVE	2
RECOVERY	35
ON HIT	—
ON BLOCK	-14
CANCEL	FC

NOTES Soft knockdown, puts opponent in limited juggle state

Tourouzan: Tourouzan is better known as "Mantis Slash" or "rekka." This is Yang's most-feared special move and rightfully so. It's a series of slashes that are executed one after the other up to three times. Mantis Slash can combo from any cancelable ground attack and even sports its own built-in frame trap, since the follow-up slashes can be delayed.

Mantis Slash has essentially nine variations: each punch version in each of the three separate parts has a different damage value as well as different recovery and range properties. They're also interchangeable within the sequence. You can start with LP Mantis Slash and then go into HP Mantis Slash canceled into a final HP Mantis Slash. Generally, you'll want to use LP Mantis Slash as a safe hit-check off of either standing MP or crouching MK, and HP Mantis Slash to maximize damage off of a confirmed hit.

An interesting aspect of the Mantis Slash sequence is its large window for canceling into subsequent slashes. This allows you to delay your second or third Mantis Slash to counter hit opponents attempting to punish your previously-blocked slash. Keep in mind that there's an associated risk involved with using Mantis Slash this way; the heavier the punch you use and the further you are in the sequence, the more vulnerable you are on block. On block, LP Mantis Slash 2nd hit is -5 while HP Mantis Slash 2nd hit is -10. That's a huge difference, so take into consideration these varying recovery values when using staggered Mantis Slashes as a frame trap.

With meter, you can make your Mantis Slash sequence an extremely powerful mix-up tool. Off of a blocked HP Mantis Slash 2nd hit ▷ FADC forward, you're left at +5. This grants you an instant up-close mix-up (see Setup II). With a startup of only 8 frames while covering a large distance, Mantis Slash can be used to punish practically any whiffed move in the game at range. The only downside to combos ending with a Mantis Slash sequence is that Mantis Slashes knock the opponent far away from you, bleeding off some of your tempo. It does push the enemy quite far toward the corner, but you generally won't have a powerful follow-up setup (especially since most opponents will just quick stand immediately after being floored by Mantis Slashes).

EX Mantis Slash is unique in that it's composed of five separate slashes, but the individual slashes will always retain the same properties regardless of the button you use to execute subsequent hits. EX Mantis Slash is primarily used as a safe, fast, long-ranged whiff-punish. The first hit travels a large distance while only being -1 on block, so you can use it safely on anticipation or on reaction. It can also put you in range quickly, giving you a close-range mix-up opportunity on unsuspecting opponents.

EX Tourouzan, 1st hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	50
STARTUP	7
ACTIVE	1
RECOVERY	18
ON HIT	+0
ON BLOCK	-1
CANCEL	FC, TOUROUZAN 2ND

NOTES 7~12f cancelable into 2nd hit, juggle Potential 1

EX Tourouzan, 2nd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	32
STUN	50
STARTUP	5
ACTIVE	1
RECOVERY	20
ON HIT	-2
ON BLOCK	-3
CANCEL	FC, TOUROUZAN 3RD

NOTES 5~15f cancelable into 2nd hit, juggle potential 2

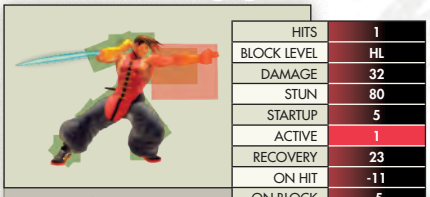
EX Tourouzan, 3rd hit



HITS	1
BLOCK LEVEL	HL
DAMAGE	32
STUN	70
STARTUP	6
ACTIVE	2
RECOVERY	18
ON HIT	-1
ON BLOCK	-8
CANCEL	FC, TOUROUZAN 4TH

NOTES 6~12f cancelable into 2nd hit, juggle potential 3

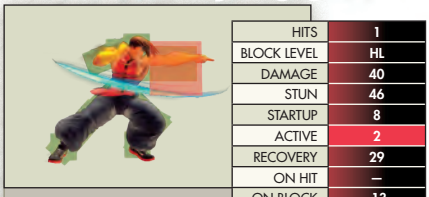
EX Tourouzan, 4th hit (P) (P)



HITS	1
BLOCK LEVEL	HL
DAMAGE	32
STUN	80
STARTUP	5
ACTIVE	1
RECOVERY	23
ON HIT	-11
ON BLOCK	-5
CANCEL	FC, TOUROUZAN 5TH

NOTES 5~15f cancelable into 2nd hit, juggle potential 4

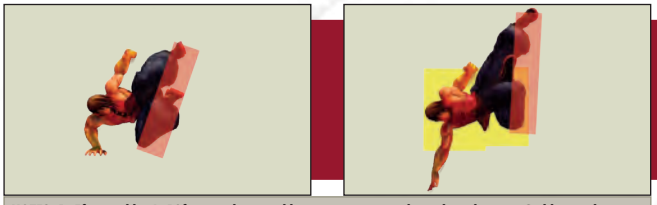
EX Tourouzan, 5th hit ↓ + (P) (P)



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	46
STARTUP	8
ACTIVE	2
RECOVERY	29
ON HIT	–
ON BLOCK	-13
CANCEL	FC

NOTES Juggle potential 5

LK Senkyutai ↙ + (LK)



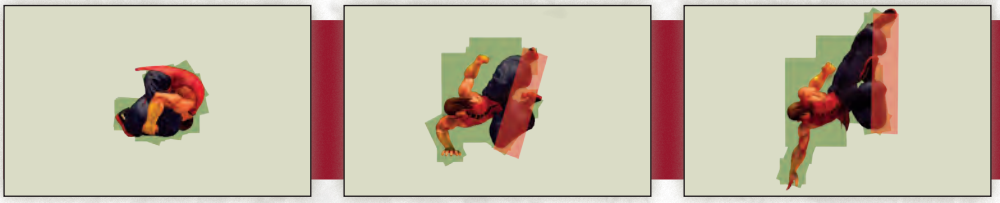
HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 50
STUN	100, 50
STARTUP	5
ACTIVE	3, 3
RECOVERY	32+15 ON GROUND
ON HIT	–
ON BLOCK	-29
CANCEL	SU

NOTES 1~5f invincible, 6~10f projectile invincible, puts opponent in limited juggle state, 2nd hit juggle potential 2, soft knockdown

Senkyutai: This special move acts as sort of a "Dragon Kick" anti-air. Yang rolls forward and then executes an anti-air rising kick.

LK Dragon Kick doesn't begin with a rolling attack. Instead, it starts invulnerable for 5 frames and goes straight up into the air. Naturally, this will be your on-demand anti-air of choice. Use this version as you would any reversal anti-air against opponents jumping in on top of you, or as a risky ground reversal.

MK Senkyutai ↙ + (MK)



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 55
STUN	100, 50
STARTUP	24 (6 MIN)
ACTIVE	4, 4
RECOVERY	26+14 ON GROUND
ON HIT	–
ON BLOCK	-24
CANCEL	SU

NOTES 3~1st active frame high crush, airborne for 31 frames starting with 5th active frame, puts opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, soft knockdown

MK Dragon Kick causes Yang to roll halfway across the screen before rising into his "up kick." Yang will automatically go into his up kick if he meets with the opponent's hurtbox before his forward roll is complete, making it comboable from his crouching (MK) and standing (MP) attacks.

HK Senkyutai ↙ + (HK)



HITS	2
BLOCK LEVEL	HL
DAMAGE	75, 60
STUN	100, 100
STARTUP	38 (7 MIN)
ACTIVE	4, 4
RECOVERY	23+14 ON GROUND
ON HIT	–
ON BLOCK	-21
CANCEL	SU

NOTES 7~last active frame projectile invincible, 27 airborne frames starting with 5th active frame, puts opponent into limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, soft knockdown

HK Dragon Kick causes Yang to roll almost full screen and, like MK Dragon Kick, it will transition into Yang's up kick upon reaching the opponent. HK Dragon Kick has projectile invulnerability properties, so it can be used on anticipation to a fireball to punish an opponent at long range. It also deals the most damage of the three normal versions and will combo from close (HP) and close (MP). If close enough, it can also combo from standing (MP).

EX Senkyutai ↙ + (K) (K)



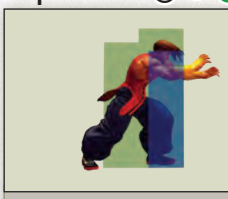
HITS	3
BLOCK LEVEL	HL
DAMAGE	45, 45, 65
STUN	50, 50, 100
STARTUP	30 (6 MIN)
ACTIVE	1, 1, 2
RECOVERY	27+17 ON GROUND
ON HIT	–
ON BLOCK	-25
CANCEL	SU

NOTES 1~last active frame projectile invincible, puts opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 3, 3rd hit juggle potential 4, soft knockdown

EX Dragon Kick rolls significantly faster than HK Dragon Kick while having projectile invincibility throughout its full duration. This version can be used to punish projectiles at a further range, thanks to its travel speed. It also has juggle potential on all three of its hits and does 20 more points of damage than the HK version (see Combo VI for combo usage).

Zenpou Tenshin: Zenpou Tenshin is a 10-frame inescapable/untechable command throw that deals 1 damage and leaves Yang at +7 frame advantage. The normal version of this command throw has a slightly longer range than his normal throws while being easily punishable on whiff. Because of its long startup, Zenpou Tenshin isn't very effective in tick throw attempts; it's easily beat out by normal throws, attacks, and neutral jumps. The best way to use this command throw is as part of a predetermined setup that leaves you at a large advantage, such as off of a knockdown or an air recovery. Use command throw after you've established low-hitting block string pressure to condition your opponent to avoid holding up or mashing backdash to escape. A good way to sneak in a command throw is after crossing up under an opponent falling from air recovery; since your opponent may be more focused on blocking a ground cross-up attack, you'll increase your chances of landing a surprise command throw.

Zenpou Tenshin ↓ + K



HITS	1
BLOCK LEVEL	–
DAMAGE	1
STUN	0
STARTUP	10
ACTIVE	2
RECOVERY	48
ON HIT	+7
ON BLOCK	–
CANCEL	–

NOTES Range 0.961

EX Zenpou Tenshin ↓ + K K



HITS	1
BLOCK LEVEL	–
DAMAGE	1
STUN	0
STARTUP	8
ACTIVE	2
RECOVERY	48
ON HIT	+7
ON BLOCK	–
CANCEL	–

NOTES Range 1.07

EX command throw is three frames faster with a little more range than its normal counterpart, so you can use it as part of your frame trap pressure if you make a good read on an overly-defensive enemy. Since Yang's command throw now deals a single point of damage in *Ultra Street Fighter IV*, his command throw combos do significantly less damage due to scaling. Take this into consideration and assess the risk involved in whiffing a command throw. See Combo X for combo usage.



Kaihou: Kaihou is a "teleport" move that has the ability to cross-up opponents. The normal versions have a window of invincibility after start-up, allowing them to pass through some attacks if timed correctly. However, the window is very small and for the most part is difficult to use in this manner, even to pass through projectiles. Teleports should be used to travel long distances against a downed opponent to get into a better offensive position. For instance, you can use HK Teleport to close distance to apply pressure after a back throw.

LK Kaihou ↓ + LK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	27
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 11~15f invincible and can pass through opponents

MK Kaihou ↓ + MK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	34
ON HIT	–
ON BLOCK	–
CANCEL	–

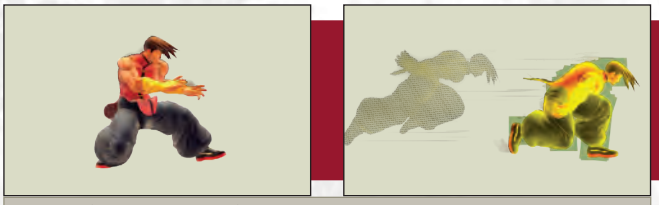
NOTES 13~19f invincible and can pass through opponents

HK Kaihou ↓ + HK

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	42
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 14~23f invincible and can pass through opponents

LK and MK Teleports are excellent cross-up tools on opponents recovering from the air or recovering from a hard knockdown. Since Kaihou animations are so distinct, you can use LK Teleport at an ambiguous distance where it won't actually cross-up, in order to land attacks from the front on your confused opponent. Additionally, you can use cross-up teleports against characters like E. Honda and M. Bison to cause them to lose their back charge for special moves, giving them one option fewer as they wake up.



EX Kaihou ↓ + K K

HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	32
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~13f strike invincible, 14~23f invincible and can pass through opponents

With strike invincibility upon startup, EX Teleport can be used as a defensive option from your wakeup or air recovery. It can be thrown, however, so you'll have to consider the risks of being thrown if you're going to use it as a reversal. It's also vulnerable to attacks toward the tail end of the move, so good players will be able to bait out your EX Teleport and punish its recovery with a combo.

SUPER & ULTRA COMBOS

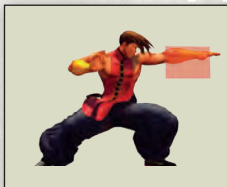
Seiei Enbu ↓ ↓ + P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	1 + 0
ACTIVE	–
RECOVERY	6
ON HIT	–
ON BLOCK	–

NOTES 1~2 invincible

Raishin Mahhaken ↓ ↓ + P P P



HITS	18
BLOCK LEVEL	HL
DAMAGE	480
STUN	0
STARTUP	0 + 8
ACTIVE	5
RECOVERY	44
ON HIT	–
ON BLOCK	-28

NOTES 1~6f invincible, goes into cinematic on hit, hard knockdown

Super Combo: Seiei Enbu: Seiei Enbu is a unique "buffing" Super. For about 7 seconds, Yang will have two shadows which mimic his attacks. The shadow attacks do less damage, but naturally allow you to create damaging combos and tricky setups.

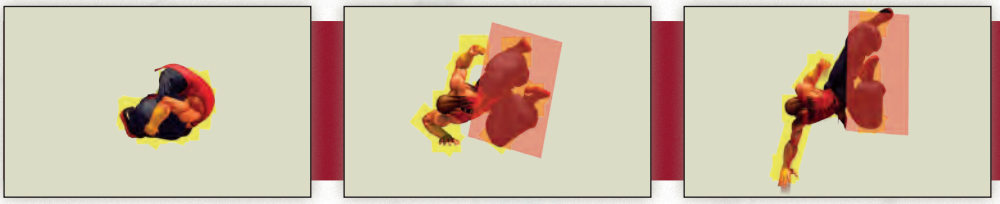
Seiei Enbu is best used against a cornered opponent; either through a hit-check combo (see Combo XIV and Combo XV) or against a blocking opponent.

In most cases, your Super Gauge will be better spent on FADC combos because of Yang's heavy emphasis on momentum. But if you end up cornering an opponent while packing full meter, you can use Seiei Enbu to open up a defensive opponent to deal the remaining damage of a round (see Setup IV).

UCI: Raishin Mahhaken: Raishin Mahhaken is a straight-forward Ultra. It's a 1-hit close-ranged strike that transitions into a cinematic combo on hit. It's primarily used to add a large amount of damage in free-juggle-state combos (see Combo IV) or after Mantis Slash 2nd hit ▷ FADC forward (see Combo VII). With 8 frames of startup and some invincibility, Ultra I is also an effective anti-air if performed early enough against an enemy jumping attack.

UCII: Tenshin Senkyutai: This is Yang's more flexible but less damaging Ultra. Like his Dragon Kick, Yang rolls forward across the screen transitioning into his upward kicks. The first hit of Ultra II will lead into a cinematic combo, doing maximum damage. In juggle combos, Ultra II will not go into a cinematic and will only deal about half of its damage. Unlike most Ultras, the cinematic of Ultra II will not trigger from a free juggle state (such as from close MK and EX Palm). However, it will transition into a cinematic against crumpled and airborne opponents (as an anti-air against jumps).

At point-blank, Yang's first hit starts up at the 7th frame, making it comboable from Mantis Slash 2nd hit ▷ FADC forward (see Combo VII). With its rolling portion having projectile invulnerability, Ultra II can be used on reaction or in anticipation to punish mid-to-long range fireballs. It can also be used to punish certain special moves that are otherwise difficult to punish (such as a blocked EX Psycho Crusher or Rolling Attack).



Tenshin Senkyutai

↓ ↓ + K K K

HITS	5
BLOCK LEVEL	HL
DAMAGE	45, 60, 45, 45, 90 (440)
STUN	0
STARTUP	0+6
ACTIVE	2 (2) 5 (7) 3 (8) 3 (9) 3
RECOVERY	38 + 20 ON GROUND
ON HIT	–
ON BLOCK	-79

NOTES 1~4f invincible, 5~3rd attack projectile invincible, hits 2~6 full juggle potential, 1st hit leads to cinematic, hard knockdown

Recommended Ultra Choice: Matchup/Preference Dependent

As Yang's combos don't output a ton of damage on their own, Double Ultra is not recommended. He needs a large damage spike from his Ultra meter, so your selection in Ultra depends on whether you need the flexibility of Ultra II or not. Ultra I outputs the most damage off of a clean hit while Ultra II can be used for extra utility, to punish certain moves or to add juggle damage off of LK Dragon Kick FADC ▷ forward dash. Against projectile-based characters, Ultra II will usually edge out over Ultra I.

Overview

PROS:

- Exceptionally powerful at mid-range with dive kicks and Mantis Slash pokes
- Can frequently set up ambiguous air recovery mix-ups with close MK, limiting the opponent's use of delayed wakeup and quick stand options
- With meter, he can easily set up an up-close offense through Mantis Slash 2nd hit ▷ FADC forward
- Yang can easily get through projectiles with HK Dragon Kick, dive kick, and MP Palm
- He has an extremely powerful corner-pressure game; crouching MK coupled with LP Mantis Slash can open up opponents to his more damaging corner juggle combos

CONS:

- Does relatively low damage off of his non-Ultra combos
- Mid-screen Mantis Slash combos usually reset the situation, relieving offensive pressure from the opponent
- Yang's optimal combos can be mechanically difficult to execute
- Has low health, so Yang has to be played immaculately

Yang is a tempo-based character with a heavy emphasis on mid- and close-range aggression. With a flexible toolset to engage from almost any distance, Yang can easily get into range to start his offense. When he does land his hits, his combos can carry opponents into the corner where his strengths are amplified.

Your objective playing Yang is to corner the opponent by engaging with dive kicks and pressuring with Mantis Slash attack sequences. You achieve this by:

- Getting through long-range projectiles and pokes with smart use of dive kicks
- Out-playing opponents at mid-range by whiff-punishing attacks with crouching MK and Mantis Slash
- Forcing opponents into up-close defensive situations with dive kicks followed by frame traps and throw mix-ups
- Using his optimal close MK combos ending in Dragon Kick to deal damage while retaining advantage

YANG'S TUNING HISTORY

Arcade Edition to 2012 Update

CHANGE	EFFECT
Stun reduced from 1000 to 950	—
Fixed a bug where Yang would be invincible when he stood up if he did nothing for up to 13 frames	—
Backdash recovery can no longer be canceled into a special move on frames 24~25	—
Close and ST. LK startup reduced from 3 frames to 5	Greatly weakens Yang's ability to punish attacks at short to mid-range
ST. MP hitbox reduced	—
CR. LK damage reduced from 30 to 20, hurtbox extended upward	Goes under fewer attacks
Diagonal jumping MK hitbox reduced	No longer works as a cross-up attack
Dive Kick damage reduced from 100 to 60, hurtbox added to foot on startup, ground recovery increased by 2 frames	Less likely to beat anti-air attacks, harder to use as a combo starter
Target Combo 2 CL. MP ▷ HP ▷ ⟲ + HP total damage reduced from 150 to 130, 2nd hit pushback reduced, 2nd hit advantage on block reduced from -5 to -7	Less safe to use as a hit-check combo
Target Combo 3 LK ▷ MK HK causes soft knockdown on 3rd hit, 3rd hit can now be Super canceled	Allows new combos
LP, MP Tourouzan 3rd hit damage reduced from 75 to 60	—
HP Tourouzan 3rd hit damage reduced from 80 to 60	—
EX Tourouzan is now a true block string when performed at fastest speed, can no longer be activated with negative edge	Guarantees full chip damage on block; opponent can no longer input a reversal in between hits
MK Senkyutai projectile invincibility removed	—
HK Senkyutai projectile invincibility reduced from 1~11 to 5~11	No longer works against meaty projectiles, must be used in advance
Blockstun on Senkyutai first hit reduced, after FADC forward advantage on block reduced from -1 to -4	Senkyutai FADC forward now unsafe on block
MP, HP Byakko Soshoda meter gain on whiff reduced from 20 to 10	Meter gain reduced by half
LP Byakko Soshoda duration increased from 24 to 26 except during Seiei Enbu	More easily punished on reaction
MP Byakko Soshoda duration increased from 39 to 41 except during Seiei Enbu	Easier to punish
HP Byakko Soshoda duration increased from 43 to 45 except during Seiei Enbu, damage reduced from 150 to 140, chip damage reduced from 38 to 30, stun reduced from 250 to 200	Easier to punish
MP, HP Byakko Soshoda active frames reduced from 13 to 9	Easier to punish
EX Zenpou Tenshin startup increased from 7 frames to 8, no longer throw invincible	No longer beats throws, easier to counter-hit
Super duration reduced from 430 frames to 370, chip damage during super lowered from 25% normal damage to 20% normal damage	—
Ultra II startup increased from 4 frames to 7 at closest distance	Harder to land in combos

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
Walk speed increased	—
Close and ST. LK startup reduced from 5 frames to 4	Increases Yang's ability to punish attacks from close to mid-range
CL. MK hitbox expanded downward	More likely to hit crouching characters
ST. MP now special and Super cancelable	Works better as a mid-range poke or whiff punish; synergizes well with MP Palm ▷ Red Focus
CR. LK damage increased from 20 to 30	—
Diagonal jumping MK hitbox expanded	Easier to use as a cross-up attack, but with a smaller hitbox than AE iteration
All Tourouzan hitboxes extended downward	More likely to hit crouching characters
LP, MP Tourouzan 3rd hit damage increased from 60 to 65	—
HP Tourouzan 3rd hit damage increased from 60 to 70	—
LK Senkyutai 1st hit hit-stop increased from 8 frames to 12 on hit	On hit, hit-stop now matches the hit-stop on block
LK Senkyutai FADC forward advantage on block reduced from -1 to -5	No longer safe on block
All versions of Zenpou Tenshin now deal 1 damage	Now counts as an attack for damage scaling purposes
Ultra II startup reduced from 7 frames to 6	Easier to land in combos

LONG RANGE

Yang's long-range strategy revolves around using his various dive kicks to get in close to the opponent. Full-screen projectiles may halt your progress, but shouldn't be enough to deter you from gaining ground. Alternatively, if you make a good read on your opponent's fireball patterns, you can go for HK Dragon Kick as an outright punish (especially if you have access to enough meter to FADC in case you make a bad read). It's generally better to inch your way in with dive kicks and empty forward jumps to get into at least mid-range. Remember that you don't have to actually hit your opponent with your dive kicks or jumping attacks; you only have to get into mid-range, where you can apply crouching MK and LP Mantis Slash attacks. You can also gain meter against an opponent heavily pressuring you with projectiles by using MP or HP Palm to nullify them. Eventually, you'll have to either get the enemy to attack you or engage them yourself.

Against grappler characters or low-mobility heavy-hitters (like E. Honda, T. Hawk, and Zangief), your long-range strategy will be based more on preventing yourself from being cornered. These characters want to corner and suffocate you, so you won't be at long range for very long. At the same time, you don't want to be up close while on the defensive against these types of characters; get into mid-range under your own terms instead.

While it may be tempting to use his teleports to close the distance, it's not recommended unless your opponent is either knocked down (such as after back throw) or recovering from a whiffed Ultra. Yang's teleports are easily punishable on recovery, so resist the temptation to use these in your neutral game.

MID-RANGE

Once in mid-range, you'll usually have the initiative, as most opposing characters will have to respect your crouching MK ▷ LP Mantis Slash strings. You're -2 after a blocked LP Mantis Slash, so use it liberally at range. Most characters are unable to punish you (save for 2-frame moves like Chun Li's Super), so you can use crouching MK ▷ LP Mantis Slash as if it were a shoto's crouching MK ▷ Hadoken. On hit, you have plenty of time to confirm into the rest of your combo, preferably with HP Mantis Slash 2nd and 3rd hit (see Combo VII for more).

You have several options for following up blocked LP Mantis Slash, depending on your distance from the opponent. At -2, you generally want to be further than the enemy's crouching LP and LK attacks, but within range of their crouching MK attack; this allows you to walk out of range from a potential reply to your Mantis Slash and whiff-punish the recovery of their attack with crouching MK ▷ HP Mantis Slash. Alternatively, you can go for a 3-frame crouching LK ▷ LP Mantis Slash counter-hit attempt right after blocked LP Mantis Slash. Against passive opponents, you can go for another crouching MK ▷ LP Mantis Slash or, if you're at past crouching MK range, go into LP Mantis Slash on its own. With two stocks of meter, don't be afraid to burn it using crouching MK ▷ HP Mantis Slash ▷ HP Mantis Slash 2nd hit ▷ FADC forward (see Setup II).

New in *Ultra Street Fighter IV* is Yang's ability to special cancel his standing MP. This adds a new dimension to his mid-range game in that he now has a strong threat with standing MP ▷ MP Palm from a distance. Unlike max-range crouching MK ▷ MP Palm, standing MP ▷ MP Palm will always put you in range for the palm to hit. Thus, this sequence makes for an exceptionally powerful advancing poke; buffering ↻ + MP from your ranged standing MP can net you over 300 points of damage with an FADC follow-up (see Combo V). Standing MP by itself does slightly less damage than crouching MK but covers a higher altitude, giving it some utility as an anti-air.

At ranges past crouching MK and standing MP, you'll still have several choices in your ground-based arsenal. With meter, you can use EX Mantis Slash as a poke, whiff-punish, or hit-check. On block, EX Mantis Slash 1st hit is -1, and EX Mantis Slash 2nd hit is -3; thanks to the speed and surprise factors, these can be very difficult for an opponent to punish. Yang's standing HK is also a useful tool just past mid-range, serving a similar use to M. Bison's standing HK. It boasts a deceptively large hitbox which can hit many crouching characters at max range while dealing 110 points of damage and 200 points of stun. Use standing HK to keep opponents from jumping or simply as a whiff-punish from a distance. With Yang having the image of being a small, agile character, an enemy may be caught off guard with such a long-ranged attack.

Against other strong, mid-ranged footsie characters, you might find yourself in a defensive position having to react to the opponent's aggression. In these situations, you can employ your dive kicks to stand your ground and to beat out crouching attacks. Dive kicks from this range are difficult to react to, so LK Dive Kick from neutral jump can be used to bait out punishable anti-air special moves. Stay active in these situations to keep your opponent guessing whether you're going to attack or not. You can also threaten with Focus Attack fishing strategies. Yang's Focus Attack release is quick and reaches past his crouching MK, giving Yang even more utility at mid-range. Absorb your opponent's attack and release your Level 2 Focus Attack to score a corner-carrying combo (Combo IV).

As with all footsie battles, you'll have to be ready for an opponent's jumping attack. Your overwhelming mid-range attacks may encourage an opponent to jump at you in hopes of punishing the recovery of your ground moves or to get you into an up-close defensive position. Thankfully, your LK Dragon Kick will cover most jumping ranges and can almost always be used to deflect jump-ins. At closer ranges, provided you have enough time to squeeze it out, you can use close MK to launch your airborne opponent into a free juggle state.



CLOSE RANGE

Yang's close-range offense revolves mostly around his 3-frame crouching LK (see Combo I). When going for crouching LK, you can use an input of CR.LP + LK to give yourself some safety against throws; it's easy to execute so there's no reason not to use this input. Having a 3-frame crouching low attack that leads into a potential combo gives you a significant advantage over most characters; it keeps the enemy in check from jumping away or backdashing and is fast enough to beat out most other close-ranged attacks. While seemingly minor, being able to link crouching LK into another crouching LK that's special-cancelable is an extremely valuable quality that most characters don't share (other characters who can link crouching LK into itself to lead into a special move include Guy, M. Bison, Sagat, and Zangief). This means opponents have to remain crouch-blocking during your entire crouching attack sequence because you don't have to transition into LP attacks to combo into Mantis Slash.

Against a passive opponent who's respecting your low attacks, you can start adding forward throws into your offense. Forward throw sets up for a decent cross-up MK mix-up (see Setup I), so it provides a good amount of momentum in your offense. If you simply want to apply blockstun pressure with frame advantage, you can use close LP and standing LP. These 4-frame punches are +8 on hit and +4 on block, so you can use these to throw off your opponent's option select throw tech timings while leaving enough advantage to follow up with more attacks (like crouching LK or crouching MK). Alternatively, you can use close MP as a hit-check into Combo III.

Once you've conditioned your opponent into using late timing on their option select tech inputs, you can go for something tricky like close MK. It's -2 on block, but leaves the opponent in an awkwardly long blockstun; meaning a follow-up crouching LK can easily counter-hit an opponent trying to punish your close MK.

Additionally, you can jump cancel your close MK if you recognize a hit (or even on block) if you want to follow it with a dive kick.

Once you've cornered the enemy, your mid- and close-range strategies become amplified. With no room for foes to back away from your offense, your chances of landing counter-hits and crouching MK attacks are raised considerably. The enemy will be forced to make difficult decisions and will have to commit to unsafe forward jumps and ground attacks to fend you off. Your corner combos and juggles also do more damage (see Combo VI and Combo VIII), so this puts a greater amount of pressure on to your opponent.

Defensively, Yang has a couple of good escape options on his wakeup. At mid-screen, you can safely use LK Dragon Kick ▷ FADC backdash as an anti-ground reversal in most cases. You can also juggle a non-cinematic Ultra II from this sequence if you forward dash instead. It's possible to forward dash on reaction to LK Dragon Kick's hit: input ↻ + LK ▷ Focus Attack and hold, then immediately dash on reaction to a hit (and then Ultra); on reaction to a block, release the Focus Attack then backdash. This keeps you relatively safe while giving you a chance at follow-up damage. For throw defense, Yang has one of the best crouching option selects. His CR.LP + LK option select input doubles as a tech throw and as a hit-check into Combo I.

EX Teleport can be used defensively, as well. It doesn't have any throw invulnerability, so you'll have to make a read on your opponent's offense to get away. It also has some recovery, so an opponent can punish you with a full combo if you're too predictable with your reversal EX Teleport.

SETUPS

Much of Yang's tempo-based game relies on air recovery and hard knockdown setups. Delayed wakeup may hinder your hard knockdown setups, but Yang has a few air recovery setups you can employ to overpower the enemy's defenses (see Setup III and Combo VI for examples for putting an opponent into air recovery).

I. Mid-screen, LP + LK, then either:

→ →, slight delay, forward jump and then either:
↖ + LK

Use a frontal dive kick as a deceptive mix-up. Your jump arc should look like you're going for a cross-up MK, so this frontal dive kick can be difficult to block on reaction.

Cross-up MK

This is a cross-up and is safe against reversals if timed correctly; for instance, wakeup Shoryuken will not auto-correct, and will thus whiff.

→ →, slight delay, then either:
↓ + LK

Teleport in front and go for a frontal hit-check combo, throw, command throw, or frame trap.

↓ + MK

Teleport behind the opponent followed by a surprise attack sequence.

II. Blocked ↓ + P ▷ ↓ + HP FADC forward, then either:

↓ + K

Yang is left at +5 advantage after the forward dash while his command throw starts at 10 frames. This leaves very little room for an opponent to counter-hit you with a 3-frame normal attack. Unless the opponent is mashing out a reversal or holding up to jump, you are likely to connect with this.

CR. LK or CR. LP

Since Yang is at +5 after the forward dash, opponents not crouch blocking (trying to jump or backdash for instance) will get hit by your 3-frame low attack. Essentially, this is a 50/50 setup for the cost of two stocks of meter.

III. Mid-screen, combo into CL.MK ▷ ↷, jumping HP, → →

Depending on what you do after your forward dash, you can create an ambiguous air recovery mix-up on your opponent's landing. After you connect with your forward-jumping HP, your opponent may look for your cross-up dash and hold ↖ to block your mix-up. You can use this to your advantage by crouching after your forward dash. What will happen is you will cross under your opponent with your dash, but since you're crouching, your smaller collision box will cause the falling opponent to cross you up again, landing on the same side.

IV. Cornered opponent, blocked ST.MP ▷ HP ▷ ← + HP ▷ ↓ ↓ + P, then either:

→ + MK, CR.MK ▷ ↓ + LK (see Combo XIV)

After putting an opponent into block stun with your target combo, you can force an overhead that combos into a CR.MK ▷ LK teleport loop.

CR.MK ▷ ↓ + LK (see Combo XIV)

Alternatively, go low instead. If this is blocked, try for another overhead.

V. Ultra II cinematic; → →, → →, ↷, then either:

Cross-up MK

Cross-up MK after Ultra II hard knockdown.

LK Dive Kick

Frontal dive kick mix-up to jump-in cross-up MK.

Combos

I. CR. LK, CR. LK, CR. LK ▷ ↓↘ + HP ▷ ↓↘ + HP then either cancel into:

↓↘ + HP
180 damage, 245 stun
FADC forward, CL.MK ▷ ↷, ↶ + MK, CL.MK, ↙↓ + HK
245 damage, 365 stun

This is your standard low-hitting hit-check combo. CR. LK into CR. LK is a 2-frame link, so it's not too difficult to execute. A plink input of CR. LK~LP makes the link easier while still functioning as an option select crouch tech. You can choose to go into your HP Mantis Slash after just two CR. LK hits at further range or to decrease the scaling on your longer FADC combos.

If you have two stocks of meter, you can opt to FADC into one of Yang's many follow-ups; cancel for a little bit of extra damage or to carry the opponent further toward the corner. Keep in mind that combos ending in Dragon Kick leave you in better position for a follow-up attack than combos ending in Mantis Slash.

II. CR. LK, CR. LP, CR. MK then cancel into either:

↙↓ + MK
186 damage, 285 stun
↓↘ + HP ▷ ↓↘ + HP ▷ ↓↘ + HP
194 damage, 285 stun

As an alternative low-hitting hit-check, this combo allows you to end with MK Dragon Kick without the use of meter.

III. CL. MP, CR. MK then cancel into either:

↙↓ + MK
215 damage, 320 stun
↓↘ + HP ▷ ↓↘ + HP ▷ ↓↘ + HP
228 damage, 323 stun

Close MP is one of Yang's best up-close attacks thanks to its +4 advantage on block. On hit, it's easily linked into a crouching MK ▷ MK Dragon Kick or HP Mantis Slash combo. Like all of Yang's HP Mantis Slash combos, you can FADC this into a more damaging combo.

IV. CL. MK then either:

Cancel into ↶, ↶ + HK (whiffed), CL.MK, ↙↓ + HK
208 damage, 360 stun
↷, ↷, ↓↘ ↓↘ + P P P
438 damage, 100 stun
↷, ↷, CL.MK, ↓↘ ↓↘ + K K K
301 damage, 200 stun

Effectively using close MK will significantly increase your damage output. Although some of the juggles can be difficult to execute, they're very rewarding in terms of damage and corner-carry distance. Close MK puts the opponent into a free juggle state (unless it's used during a juggle), allowing you to follow-up with either an Ultra or another close MK. Connecting with a close MK usually involves scoring a jumping attack, connecting with Mantis Slash ▷ Mantis Slash ▷ FADC forward, or from a Focus Attack crumple. Close MK also makes for an excellent meaty attack or as a frame trap follow-up to standing LP.

Interestingly, Ultra II will not go into its cinematic off of a free juggle state close MK hit.

V. CL.LP or ST.LP, CR.MK canceled into either:

↓↘ + HP ▷ ↓↘ + HP ▷ ↓↘ + HP
193 damage, 273 stun
↙↓ + MK
180 damage, 270 stun

Close LP is a 4-frame attack that's +8 on hit and +4 on block, making it one of Yang's best frame trap initiations. On hit, it gives you plenty of time to confirm into a crouching MK ▷ Mantis Slash combo. It's also used to link into CL.MK in certain combos.

Note that chaining into a second standing LP may cause the second light punch to whiff on some characters, so it's best to chain into crouching LP or link directly into crouching MK.

You can also chain into a standing LP combo from a crouching LP, giving you a combo opportunity from a defensive crouching position.

Elena and Rolento can both crouch underneath crouching LP. Use close MP against these characters instead (see Combo III).

V. CL. HP (1 hit) ▷ ←↓ + MP ▷ FADC forward, CL. LP, then link into either:

CL.MK ▷ ↷, ↶ + HK (whiffed), CL.MK, ↙↓ + HK
339 damage, 520 stun
CL. HP (1 hit) ▷ ↙↓ + HK
336 damage, 480 stun

This is one of Yang's best punish combos at the cost of two stocks of Super Gauge. Close LP after FADC forward is a 1-frame link, and the HK version of Dive Kick must be used in order for HK Dragon Kick to combo. Alternatively, you can use ST.MP at range to start this combo.

VI. Near corner; forward jump HP, CL. HP (1 hit) ▷ ←↓ + MP ▷ FADC forward, CL. LP, CL. MK, then either:

←↓ + MP, then finish with:
↙↓ + HK
424 damge, 670 stun
Walk back slightly, ST. HP
410 damage, 670 stun
←↓ + HP then finish with:
↙↓ + K K
442 damage, 695 stun
Slightly walk back, ST. MP
402 damage, 655 stun
Slight delay, CR. LK
325 damage, 540 stun

This combo showcases Yang's powerful corner juggles as well as his ability to combo from MP Palm ▷ FADC forward. If you can land a clean jump-in attack, Focus Attack crumple, or dive kick against an opponent near the corner, go for one of these high-damage juggle follow-ups. If ending the combo with either CR. LK or ST.MP, you can cancel into LK or MK Teleport for a cross-up mix-up as they air recover. Alternatively, you can go for a forward-jumping cross-up MK or a frontal LK Dive Kick.

VII. CR. MK ▷ ↓↘ + HP ▷ ↓↘ + HP ▷ FADC forward, then either:

CL.MK ▷ ↷, ↶ + HK (whiffed), CL.MK, ↙↓ + HK
277 damage, 420 stun
CL.MP, CR.MK ▷ ↙↓ + MK
282 damage, 395 stun
↓↘ ↓↘ + P P P
439 damage, 190 stun
↓↘ ↓↘ + K K K
408 damage, 190 stun

Crouching MK ▷ LP Mantis Slash will be your most common mid-range hit-check string. Use HP Mantis Slash if you're sure of a hit (such as on whiff-punish or special move recovery); use LP Mantis Slash as a safer string, following up with a HP Mantis Slash 2nd into one of these combos on a confirmed hit.

HP Mantis Slash 2nd ▷ FADC forward is +5 on block, so you can use it to go for a free mix-up with either a reversal-immune 3-frame low attack (Combo I) or a command throw attempt (Combo IX).

VIII. Near corner, CR. MK ▷ ↻ + HP ▷ ↻ + HP ▷ FADC forward, CL. MK, then either:

↻ + MP, then finish with:

↻ + HK

319 damge, 450 stun

Slightly walk back, ST. HP

301 damage, 450 stun

↻ + HP, then finish with:

↻ + K K

342 damage, 480 stun

Slightly walk back, ST. MP

291 damage, 430 stun

These are sample combos starting with CR. MK ▷ Mantis Slash against a cornered opponent that end with a potential air recovery mix-up. As a Yang player, you'll have opponents in this situation frequently, so making the most of your Mantis Slash ▷ FADC combos is important.

IX. Near corner, ↻ + P P ▷ ↻ + P ▷ ↻ + P ▷ ↻ + P ▷ ↻ + P, then end with either:

↻ + K K

244 damage, 340 stun

↻ + LK

190 damage, 265 stun

Slightly walk back, ST. HP

215 damage, 340 stun

Slightly walk back, ST. MP

193 damage, 290 stun

↻ ↻ + K K K

279 damage, 240 stun

If you're using EX Mantis Slash as a safe long-range whiff punish or hit-check near the corner, you can follow it up with one of these attacks for extra damage.

X. ↻ + K, then either:

CL. MK ▷ ↷, ↷ + HK (whiffed), CL. MK, ↻ + HK

186 damage, 320 stun

CL. HP ▷ ↻ + HP ▷ ↻ + HP ▷ ↻ + HP

184 damage, 223 stun

CL. HP ▷ ↻ + HK

179 damage, 260 stun

Depending on what position you're in, you can choose from either one of these follow-up combos after a command throw. Use the close MK combo for max damage and stun, close HP ▷ HP Mantis Slash combo to push the opponent away, and close HP ▷ HK Dragon Kick for better offensive advantage.

XI. Heading toward corner, forward jump HP, CL. MK ▷ ↷, ↷ + HK (whiffed), CL. MK, ↷ + HK, CR. LK

211 damage, 415 stun

A highly-situational combo used primarily after Yang stuns his opponent. Since most combos on a stunned opponent are heavily scaled down in damage, you can use this combo to set up an air recovery mix-up while building Super Gauge.

XII. Cornered opponent, Level 3 Focus Attack crumple ▷ ↩ ↩, ↻ + P P, then finish with either:

↻ ↻ + P P P

548 damage, 400 stun

↻ + HP, ST. HP

418 damage, 660 stun

This is another situational combo involving a stunned opponent in the corner. If damage scaling is still low from the attacks you stunned the opponent with (like if you stunned them with just a ↷ + MK hop kick), you can use this combo to deal a devastating amount of damage.

XIII. Mid-screen; ST. MP ▷ ↻ ▷ MP ▷ Lv.1 Red Focus release ▷ ↷ ↷, ↻ + P P, then either:

↻ + HK

396 damage, 570 stun

↷ ↷, ↻ ↻ + P P P

526 damage, 470 stun

↻ ↻ + K K K

442 damage, 470 stun

With a full Super Gauge, Yang can deal up to 400 points of damage with a standing MP. Yang's standing MP can now be canceled into special moves and since standing MP moves him far forward, MP Palm ▷ Red Focus release always connects. Alternatively, you can follow up the mid-screen EX Palm with a forward dash into Ultra I for a massive amount of damage.

XIV. In corner, Forward jump HP, CL. HP ▷ ↻ + MP ▷ ↻ ↻ + P, CR. MK ▷ ↻ + LK, CR. MK ▷ ↻ + LK, CR. MK ▷ ↻ + LK, CR. MK ▷ ↻ + LK, CR. MK ▷ ↻ + LK, CR. MK ▷ ↻ + LK, CR. MK ▷ ↻ + LK, CR. MK ▷ ↻ + LK, ↻ ↻ + P P P

534 damage, 603 stun

Shades of *Street Fighter Alpha 2* and *3*. With Seiei Enbu, Yang can deal a large amount of damage against an opponent in the corner. This combo is an example of how devastating his combos can be off of a clean jump-in against a cornered opponent. Loop CR. MK ▷ LK teleport as quickly and cleanly as possible. The Ultra I at the end is an unnecessary component.

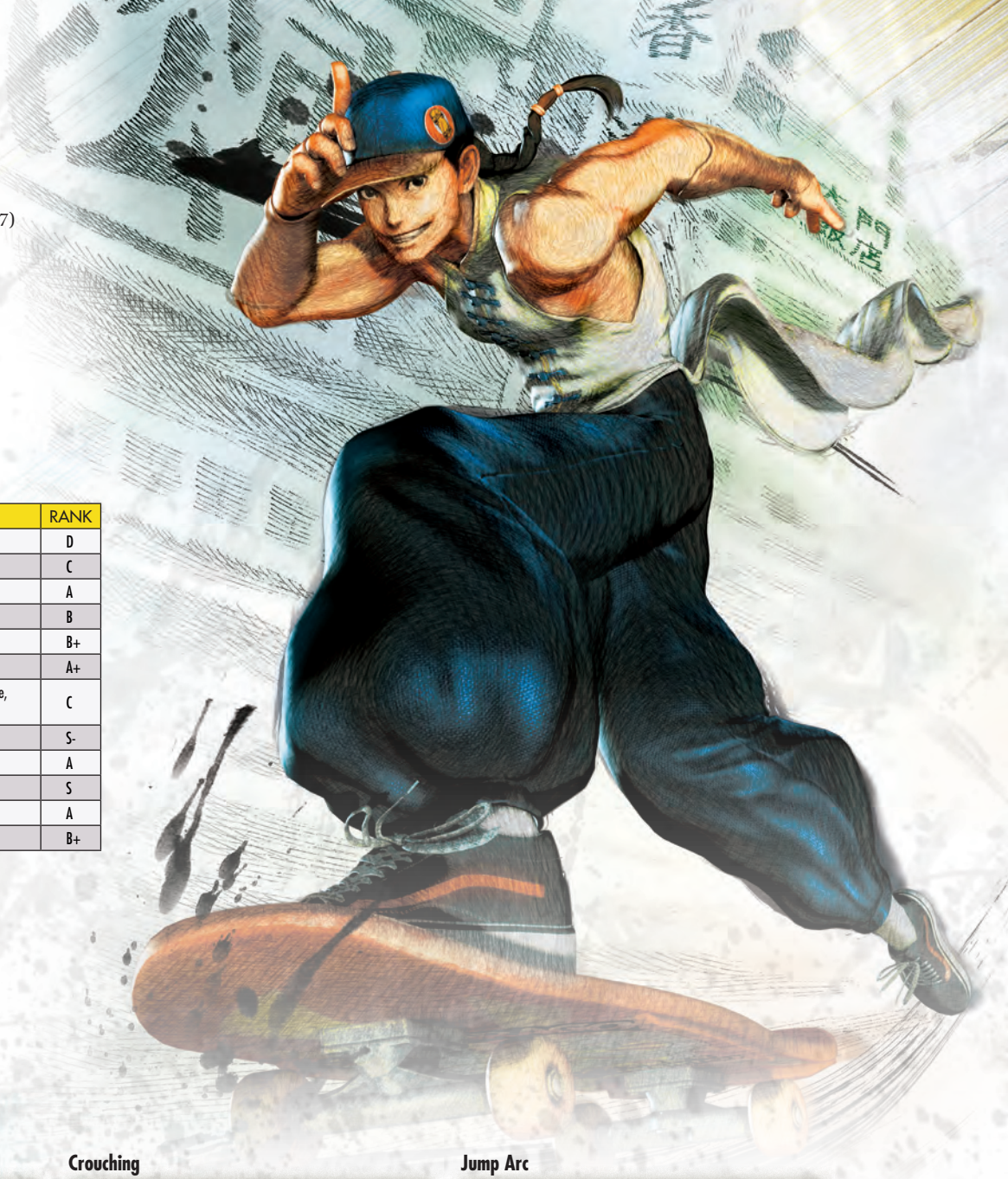
XV. In corner, forward jump HP, CL. HP ▷ ↻ + MP ▷ ↻ ↻ + P, ↻ + MP, ↷ ↷, ST. LK ▷ ↻ + MP, ↷ ↷, ST. LK ▷ ↻ + MP, ↷ ↷, ST. LK ▷ ↻ + MP, ↷ ↷, ST. LK ▷ ↻ + MP, ST. LK ▷ ↻ + HP ▷ ↻ + HP ▷ ↻ + HP

596 damage, 653 stun

Instead of a teleport loop, here's a palm loop. This Seiei Enbu combo does an absurd amount of damage, but it's much more mechanically taxing. The best way to perform the ST. LK ▷ ↻ + MP loop is by using an input of ↓, ↙, ← + LK~MP. The LK~MP should have a very slight delay in between, not quite as fast as single-frame plink timing. This will give you both a standing LK and the follow-up MP Palm. Be very careful during palm motions not to input ↷ ↓ ↙ ← + LK~MP, which will result in an errant command throw because of the ↻ shortcut.

YUN

First appearance: *Street Fighter III* (1997)

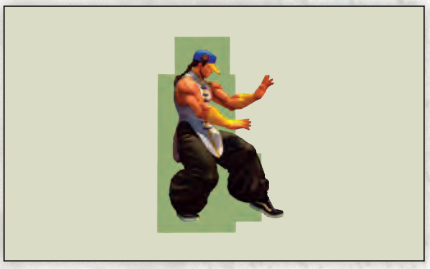


Data

STAT	VALUE	RANK
Vitality	900	D
Stun Threshold	950	C
Forward Walk Distance per Frame	0.05	A
Backward Walk Distance per Frame	0.035	B
Dash Duration in Frames	18	B+
Dash Distance	1.54496	A+
Backdash Duration in Frames	8 invincible, 14 airborne, 5 recovery (27 total)	C
Backdash Distance	1.4327	S-
Pre-jump Frames	4	A
Vertical Jump Duration in Frames	34	S
Diagonal Jump Duration in Frames	36	A
Diagonal Jump Distance	1.974	B+

W Ultra Damage: 75%

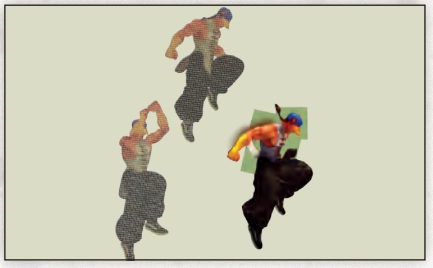
Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU, TC

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	4
ACTIVE	4
RECOVERY	10
ON HIT	+4
ON BLOCK	+2
CANCEL	SP, SU, TC

NOTES —

HP near opponent



HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 50
STUN	80, 120
STARTUP	6
ACTIVE	1, 3
RECOVERY	20
ON HIT	+0
ON BLOCK	-5
CANCEL	SP, SU

NOTES Only 1st hit is cancelable, forces standing

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	80
STARTUP	7
ACTIVE	4
RECOVERY	15
ON HIT	—
ON BLOCK	-5
CANCEL	SU, JU

NOTES Puts non-juggled opponent in free juggle state, puts free juggled opponent into limited juggle state, soft knockdown

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	12
ACTIVE	4
RECOVERY	21
ON HIT	—
ON BLOCK	-7
CANCEL	—

NOTES Puts opponent into limited juggle state, soft knockdown

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES —

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	80
STARTUP	5
ACTIVE	5
RECOVERY	14
ON HIT	-2
ON BLOCK	-5
CANCEL	SP, SU, TC

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	9
ACTIVE	3
RECOVERY	20
ON HIT	-1
ON BLOCK	-5
CANCEL	—

NOTES —

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	7
ON HIT	+4
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

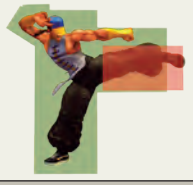
MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	6
ACTIVE	3
RECOVERY	13
ON HIT	+1
ON BLOCK	-2
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	12
ACTIVE	4
RECOVERY	16
ON HIT	—
ON BLOCK	-4
CANCEL	—

NOTES Puts opponent in limited juggle state, soft knockdown

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	6
ON HIT	+6
ON BLOCK	+2
CANCEL	SP, SU, TC

NOTES —

Crouching HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	50, 60
STUN	100, 80
STARTUP	6
ACTIVE	2 (4) 4
RECOVERY	17
ON HIT	+1
ON BLOCK	-3
CANCEL	—

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	CH, SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	14
ON HIT	+0
ON BLOCK	-3
CANCEL	SP, SU

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	65
STUN	100
STARTUP	10
ACTIVE	4
RECOVERY	23
ON HIT	—
ON BLOCK	-12
CANCEL	TC

NOTES Puts opponent into limited juggle state, hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	35
STUN	50
STARTUP	3
ACTIVE	13
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~2f lower body projectile invincibility

Neutral jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	100
STARTUP	4
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Neutral jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Neutral jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	8
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Neutral jumping (HK)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping (LP)



HITS	1
BLOCK LEVEL	H
DAMAGE	35
STUN	50
STARTUP	3
ACTIVE	13
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~2f lower body projectile invincibility

Angled jumping (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	100
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	110
STUN	200
STARTUP	6
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5f lower body projectile invincibility

Angled jumping (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3f lower body projectile invincibility

Angled jumping (MK)



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping (HK)

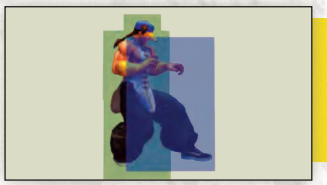


HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	200
STARTUP	5
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

NORMAL THROWS

Nine times out of ten, it's preferable to use Yun's forward throw. Although it does a little bit less damage, it gives you a much better mix-up opportunity. A mid-screen forward throw, followed by two forward jumps, allows you to attack from the second jump with LK dive kick to hit your opponent's wakeup from the front, or MK dive kick to cross them up. Alternatively, you can perform a safe-jump setup after forward throw using the following sequence: forward throw, dash, dash, standing (LP), neutral jump, falling (HP). This will beat most 4-frame anti-air reversals (depending on character specific wakeup times). Note that the timing for the sequence is tight and requires some practice to get down. Yun's back throw flings the opposing character to the other side of the room. It doesn't provide enough frame advantage for you to get in a good mix-up, but following it with a MP Lunge Punch will position you close to apply more pressure.



Gekitei Futai (LP) + (LK)

DAMAGE	110
STUN	150
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.882

Ento Shugeki ⟲ + (LP) + (LK)

DAMAGE	130
STUN	110
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.882

FOCUS ATTACKS

Yun's normal Focus Attack does not have any special characteristics and should be used sparingly for poke anticipations. However, his Red Focus Attacks add a significant amount of knock-out power between the *Arcade Edition 2012* version of Yun and the *Ultra* iteration. For three stocks of meter, Yun can dish out substantial damage off of starters of standing MP/crouching MK ▷ ↻ + LP.



Focus Attack lv.1 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple on counter hit, hyper armor for 1 hit before release

Focus Attack lv.2 MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, hyper armor for 1 hit before release

Focus Attack lv.3 MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	140
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, hyper armor for 1 hit before release



Red Focus Attack lv.1 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	10+11
ACTIVE	2
RECOVERY	35
ON HIT	-21 (-2)
ON BLOCK	-21 (-2)

NOTES Crumple state on counter hit or if used in combos, infinite hyper armor before release

Red Focus Attack lv.2 LP + MP + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	150
STARTUP	18+11
ACTIVE	2
RECOVERY	35
ON HIT	–
ON BLOCK	-15 (+4)

NOTES Crumple state on hit, infinite hyper armor before release

Red Focus Attack lv.3 LP + MP + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	210
STUN	200
STARTUP	65
ACTIVE	2
RECOVERY	34
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit, infinite hyper armor

UNIQUE ATTACKS

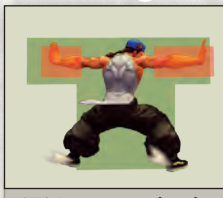
Senpukyaku ↷ + MK



HITS	1
BLOCK LEVEL	H
DAMAGE	70
STUN	100
STARTUP	20
ACTIVE	4
RECOVERY	13
ON HIT	+2
ON BLOCK	-1
CANCEL	–

NOTES 7~23f airborne, 6~23 lower body invincibility

Dakai ↷ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	200
STARTUP	14
ACTIVE	6
RECOVERY	20
ON HIT	–
ON BLOCK	-8
CANCEL	–

NOTES Puts opponent in limited juggle state, soft knockdown, juggle potential 1

Senpukyaku: This overhead attack is fairly hard to react to and is relatively safe, leaving Yun at -1 on block. Additionally, it has airborne properties and is invulnerable to low attacks after 6 frames of startup, making it a decent footsie tool. For the most part, this attack is best used to finish off an opponent, or, if you're aware of your opponent's stun meter, to land the remaining stun damage. Although it does have lower-body invulnerability properties, the startup for the actual hit is 20 frames, so it will be beat out easily by faster mid and high pokes. However, if you can bully and condition your opponent with crouching MK and standing MP pokes, a surprise Senpukyaku is an almost guaranteed 70 damage and a +2 advantage on hit.

Dakai: Yun extends both arms outward for a long-range poke that will also hit behind him. This move is best used at mid- to long-range, but does leave you vulnerable to jump attacks, making it slightly unsafe to throw out randomly. The best situation to use this move is when you hold a large lead versus an opponent whose main mobility involves walking forward or dashing. Since Dakai has a surprise factor in its range and active frames, an opponent who's forced to walk forward into you is likely to be caught off-guard and knocked away, giving you an even greater life advantage. This move can also be used as a grounded cross-up attack against opponents falling from an air tech flip. For example, after an air-to-air jumping HP attack, you can use Dakai to cross up under the falling character and its rear hitbox will connect with the unsuspecting opponent.



Raigeki Shu During jump ↶ + LK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	UNTIL GROUND
RECOVERY	6 ON GROUND
ON HIT	+11 MAX
ON BLOCK	+5 MAX
CANCEL	–

NOTES Requires 7f airborne minimum, juggle potential 1

Raigeki Shu During jump ↶ + MK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	8
ACTIVE	UNTIL GROUND
RECOVERY	6 ON GROUND
ON HIT	+11 MAX
ON BLOCK	+5 MAX
CANCEL	–

NOTES Requires 7f airborne minimum, juggle potential 1

Raigeki Shu During jump ↶ + HK

HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	7
ACTIVE	UNTIL GROUND
RECOVERY	6 ON GROUND
ON HIT	+11 MAX
ON BLOCK	+5 MAX
CANCEL	–

NOTES Requires 7f airborne minimum, juggle potential 1

Raigeki Shu: Better known as just "dive kick," Raigeki Shu is Yun's main offensive initiation and movement options. Its power resides in its ability to launch at three different angles, giving Yun an extremely large screen presence from almost anywhere on the stage. The LK version will cause Yun to dive kick at a steep angle, LK at a 45-degree angle, and MK somewhere in between. Much of the dive kick's effectiveness lies in its threat at being able to punish projectiles and pokes from further than mid-range. Jumping up and down and threatening to dive kick is an extremely viable strategy, since the dive kick itself is almost impossible to react to with an anti-air.

You can bait out and punish unsafe anti-airs, like Ryu's Shoryuken, by simply jumping up and down and doing nothing or using LK dive kick outside of range, essentially conditioning your opponent any time you want during the neutral phase.

Although the dive kick is mostly safe on block, it can be punished if positioned poorly, since the frame advantage varies depending on when the actual hit connects. For instance, if Yun performs LK dive kick next to a standing and blocking Sagat, Sagat will be able to punish Yun with a 5-frame Tiger Uppercut reversal. The later you can cause the dive kick to connect, the better, which means it's best to time your dive kick so that the angle of attack connects low to the ground or against crouching opponents. This also applies to actually hitting your opponent with a dive kick, since you won't be able to follow up into a combo if it connects too far from the ground. One of Raigeki Shu's key aspects is its ability to cross-up opponents due to its wide horizontal hitbox. You can easily land a cross-up LK dive kick by aiming the dive kick angle slightly behind an opponent who's waking up or performing a quick stand. Note that there is a minimum height that you have to reach before being able to dive kick. This applies to both ascending and descending from a jump, so keep this in mind to avoid accidentally whiffing a jumping normal attack on the way up!

Target Combo 1 During jump LP



HITS	1
BLOCK LEVEL	H
DAMAGE	35
STUN	50
STARTUP	3
ACTIVE	13
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES 1~2f lower body projectile invincibility

Target Combo 1 During jump LP ▷ ↷ + HP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	150
STARTUP	3
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~2f lower body projectile invincibility

Target Combo 1: This 2-hit aerial target combo is most effective as an attack initiation after you've instilled the fear of dive kicks into your opponent. There are several advantages of using this target combo over a normal 1-hit jumping attack. It's a 2-hit air attack, meaning both hits have to be blocked standing, so if your opponent crouch blocks after the first hit (which is a natural reaction to a jumping attack), there's a window where the ↷ + HP part of the combo will hit. Another advantage is that since the second part of the combo will almost always connect low to the ground, Yun maintains a large frame advantage, and that's just off of a quick jumping LP starter.

Target Combo 2 Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	5
ACTIVE	4
RECOVERY	6
ON HIT	+6
ON BLOCK	+2
CANCEL	SP, SU, TC

NOTES –

Target Combo 2 ↓ + MP ▷ ↓ + HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	30, 40
STUN	50, 100
STARTUP	5
ACTIVE	2 (4) 4
RECOVERY	17
ON HIT	0
ON BLOCK	-4
CANCEL	SU

NOTES –

Target Combo 2: An underwhelming 3-hit crouching combo. It provides little functionality besides being a safe way of breaking a Focus charge if you somehow guess that your opponent is going to Focus your crouching MP. This combo can be left out of your arsenal completely because your frame advantage on crouching MP as well as its ability to be canceled into ↙ + LP will suffice for most purposes.

Target Combo 3 Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	65
STUN	100
STARTUP	10
ACTIVE	4
RECOVERY	23
ON HIT	–
ON BLOCK	–
CANCEL	TC

NOTES Puts opponent in limited juggle state, hard knockdown

Target Combo 3 ↓ + HK ▷ HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	55
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	24
ON HIT	–
ON BLOCK	-9
CANCEL	–

NOTES Puts opponent in limited juggle state, 2nd hit juggle potential 1, soft knockdown, doesn't work during Genei Jin

Target Combo 3: The follow-up attack on Yun's crouching HK provides a little bit of extra damage for a total of 120 (65 + 55). It's rare to ever use Yun's sweep at all, since Yun's crouching MK canceled into ↙ + LP or ↓ + LP does more damage while having faster startup and the same range. Additionally, using the second HK hinders Yun's mix-up game as it only causes a soft knockdown, while the first crouching HK causes a hard knockdown.

Target Combo 4 MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	100
STARTUP	4
ACTIVE	4
RECOVERY	10
ON HIT	+4
ON BLOCK	+2
CANCEL	SP, SU, TC

NOTES –

Target Combo 4 MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	80
STARTUP	5
ACTIVE	5
RECOVERY	14
ON HIT	-2
ON BLOCK	-5
CANCEL	SP, SU, TC

NOTES –

Target Combo 4 Near or far MP ▷ HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	35
STUN	50
STARTUP	9
ACTIVE	3
RECOVERY	22
ON HIT	-2
ON BLOCK	-6
CANCEL	TC

NOTES –

Target Combo 4 Near or far MP ▷ HP ▷ ↩ + HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	60
STUN	62
STARTUP	13
ACTIVE	5
RECOVERY	24
ON HIT	–
ON BLOCK	-8
CANCEL	SU

NOTES Attack counts as a projectile, puts opponent in free juggle state, armor break, soft knockdown, doesn't work during Genei Jin

Target Combo 4: This target combo can be executed from close MP or standing MP. Its main benefit is that it's easy to execute. Aside from that, it's not optimal in most situations since both follow-ups to standing MP are unsafe on block (-6 for HP and -8 for ↩ + HP). On hit, it will do less damage than other follow-ups. Standing MP ▷ ↙ + LP is generally your preferred option for any situation you'd use this target combo. The only exception is for breaking a Focus Attack, since a Focus Attack released between MP ▷ ↙ + LP can counter-hit crumple Yun, as ↙ + LP is slower than most level 1 Focus Attacks. Good opponents will start Focus Attack fishing your MP ▷ ↙ + LP pokes (and even your dive kick attempts), so if you've caught on to this, this Focus breaker combo can come in handy.

Target Combo 5 (LP) near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	3
ACTIVE	2
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU, TC

NOTES —

Target Combo 5 (LP)



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	6
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU, TC

NOTES —

Target Combo 5 Near or far (LP) ▷ (LK)



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	8
ON HIT	+4
ON BLOCK	+1
CANCEL	TC

NOTES —

Target Combo 5 Near or far (LP) ▷ (LK) ▷ (MP)



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	80
STARTUP	5
ACTIVE	5
RECOVERY	14
ON HIT	-1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

Target Combo 5: This quick 3-hit target combo has the interesting traits of being cancelable on the third hit, as well as chained into from close light attacks. It's mainly used as a pressure tool ending with a ↙ + (LP) follow-up, but not recommended as your go to block string. On block, you sacrifice frame advantage regardless of when you end the target combo. On hit, you sacrifice some damage because Yun's link combos are more damaging. The main upside to using this is its ease of hit-checking and execution. Otherwise, stick to linking crouching (MP) from standing (LP) to start your combos and block strings.

SPECIAL MOVES

Fake Kobokushi ↺ + (LP)



HITS	—
BLOCK LEVEL	—
DAMAGE	—
STUN	—
STARTUP	—
ACTIVE	—
RECOVERY	25
ON HIT	—
ON BLOCK	—
CANCEL	—

NOTES —

Kobokushi ↺ + (MP) or (HP)



HITS	1
BLOCK LEVEL	—
DAMAGE	140
STUN	200
STARTUP	23
ACTIVE	10
RECOVERY	13
ON HIT	—
ON BLOCK	-2
CANCEL	SU

NOTES Attack counts as a projectile, puts opponent in a free juggle state, armor break, soft knockdown

EX Kobokushi ↺ + (P) (P)



HITS	1
BLOCK LEVEL	HL
DAMAGE	160
STUN	300
STARTUP	23
ACTIVE	13
RECOVERY	21
ON HIT	—
ON BLOCK	-13
CANCEL	SU

NOTES 1~20f lower body invincibility, attack counts as a projectile, puts opponent into a free juggle state, wall bounce, armor break, soft knockdown, juggle potential 1

Kobokushi: Yun's classic "palm" attack acts as both an armor breaker and an invisible projectile with a relatively long active window. It's safe on block but does have a long start-up, so it's best used with some planning. It will nullify other projectiles and even beat some jump-in attacks if Yun is positioned so that the opponent falls on the projectile portion. The LP version is a fake palm with little recovery and can be used to set up some tricky command throws on an opponent's wakeup, or to bait out an unsafe reversal move. The EX version causes a wall bounce which can be followed up by ↙ + (LP), ↺ + (HP) for tons of damage. In combos, Kobokushi is used as a follow-up from Focus crumple stuns. If the MP or HP versions are hit while the opponent is cornered, Yun can juggle his opponents with close (MK) ▷ neutral jump LK dive kick, which can then be followed up by a mix-up opportunity on the air-recovering opponent.

LP Zesshou Hohou ↺ + (LP)



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	150
STARTUP	9
ACTIVE	7
RECOVERY	10+12 ON GROUND
ON HIT	—
ON BLOCK	-9
CANCEL	FC

NOTES 9~26f airborne, soft knockdown, armor break, puts opponent in limited juggle state, juggle potential 1

MP Zesshou Hohou ↺ + (MP)

HITS	1
BLOCK LEVEL	HL
DAMAGE	110
STUN	150
STARTUP	14
ACTIVE	9
RECOVERY	6+11 ON GROUND
ON HIT	—
ON BLOCK	-7
CANCEL	FC

NOTES 14~28f airborne, soft knockdown, armor break, puts opponent in limited juggle state, juggle potential 1

HP Zesshou Hohou ↺ + (HP)

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	150
STARTUP	17
ACTIVE	11
RECOVERY	8+6 ON GROUND
ON HIT	—
ON BLOCK	-9
CANCEL	FC

NOTES 17~35f airborne, soft knockdown, armor break, puts opponent in limited juggle state, juggle potential 1

EX Zesshou Hohou ↺ + (P) (P)



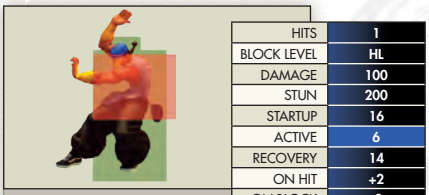
HITS	2
BLOCK LEVEL	HL
DAMAGE	80, 60
STUN	100, 100
STARTUP	17
ACTIVE	3, 6
RECOVERY	4+11 ON GROUND
ON HIT	—
ON BLOCK	+1
CANCEL	FC

NOTES 17~29f airborne, soft knockdown, armor break, 2nd hit puts opponent in limited juggle state, 2nd hit juggle potential 1, disallows further juggles if 2nd attack hits an airborne enemy

Zesshou Hohou: An airborne "lunge punch" that closes a large distance in a short amount of time. The non-EX versions are very unsafe, so they should not be used in the neutral game often. The optimal use of lunge punch is as a mid-screen combo ender to push your opponent closer to the corner, and to close distance off of hard knockdowns (such as a back throw). The HP version can be used to combo off of Ultra I, HP Tetsuzanko, and anti-air MP Tetsuzanko. EX Zesshou Hohou can be used liberally from almost a full screen's distance away as an offensive initiation as it's +1 on block. Try not to telegraph this, since an opponent can easily neutral jump and heavily punish you on whiff. Additionally, if EX Zesshou Hohou hits only once, it leaves the opponent in a juggle state, allowing a follow-up normal Zesshou Hohou to combo. Interestingly, Yun's lunge punch has a unique trait in that it's the only airborne move that can be Focus-canceled out of if you happen to throw out an unsafe normal one. Make sure to backdash from the Focus, though, since a lunge punch FADC forward dash is punishable by throws and most light attacks.

LP Tetsuzanko

↙ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	16
ACTIVE	6
RECOVERY	14
ON HIT	+2
ON BLOCK	-3
CANCEL	SU

NOTES Soft knockdown on airborne opponent



MP Tetsuzanko

↙ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	125
STUN	200
STARTUP	21
ACTIVE	5
RECOVERY	18
ON HIT	–
ON BLOCK	-6
CANCEL	SU

NOTES 4~18f upper body projectile invincibility, puts opponent in limited juggle state, soft knockdown

HP Tetsuzanko

↙ + HP

HITS	1
BLOCK LEVEL	HL
DAMAGE	100
STUN	200
STARTUP	25
ACTIVE	4
RECOVERY	22
ON HIT	–
ON BLOCK	-7
CANCEL	SU

NOTES 18~22f upper body projectile invincibility, puts opponent in limited juggle state, soft knockdown



Tetsuzanko: The MP, HP, and EX versions of Yun's shoulder checks have projectile invulnerability, but are unsafe on block. The LP version is relatively safe at -3 on block and is the primary special move to follow up block strings with. While the MP and HP versions do punish projectiles, their slow start-ups require you to use them with anticipation rather than reaction. However, the EX version is fast enough to punish projectiles on reaction.



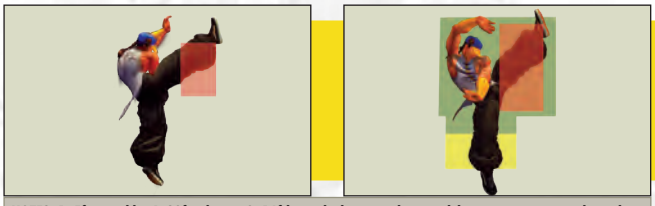


NOTES Only cancelable on 1st hit, 4~13f upper body projectile invincibility, puts opponent in limited juggle state, soft knockdown, 1st and 2nd hit juggle potential 2

EX Tetsuzanko ↙ + P P

HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 40
STUN	150, 100
STARTUP	13
ACTIVE	1 (1) 4
RECOVERY	20
ON HIT	–
ON BLOCK	-6
CANCEL	SU

Nishokyaku: Like Yun's other special moves, each version of his reversal rising kicks serves its own purpose. LK Nishokyaku and EX Nishokyaku are specifically used as anti-airs because they are fully invulnerable on start-up. MK version only has lower body invulnerability, so it should be relegated for specific combos. HK Rising Kicks now has strike-only invulnerability for the first 8 frames (it had full invulnerability for 5 frames in Arcade Edition 2012) The MK version will whiff on crouching opponents, while the HK version will hit most crouching characters. This is important to note for combos you plan on ending with Nishokyaku. Also, if the second kick of LK Nishokyaku hits without the first one connecting, it allows Yun to follow up with LP Zesshou Hohou or Ultra I for extra damage. Additionally, the EX version allows for the same follow-ups even if both kicks land. Nishokyaku is the optimal combo finisher, providing the most damage while leaving you with a large advantage next to your downed opponent, giving you a good mix-up opportunity with your dive kick.



NOTES 1~5f invincible, 4~30f airborne, 8~16f lower body projectile invincibility, puts opponent in limited juggle state, 2nd hit juggle potential 1

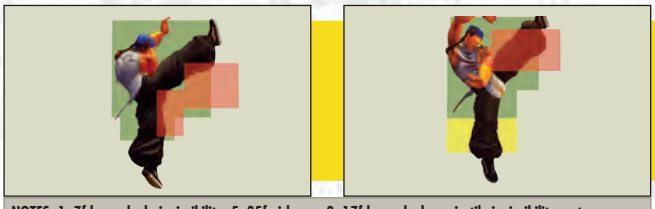
LK Nishokyaku ↙ + LK

HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 50
STUN	100, 50
STARTUP	5
ACTIVE	2 (6) 4
RECOVERY	14+11 ON GROUND
ON HIT	–
ON BLOCK	-8
CANCEL	–

EX Nishokyaku ↙ + K K

HITS	2
BLOCK LEVEL	HL
DAMAGE	60, 40
STUN	100, 100
STARTUP	4
ACTIVE	2 (6) 4
RECOVERY	18+17 ON GROUND
ON HIT	–
ON BLOCK	-26
CANCEL	–

NOTES 1~5f invincible, 7~53f airborne, 6~15f lower body projectile invincibility, puts opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, 2nd hit doesn't cause juggle counter to go up

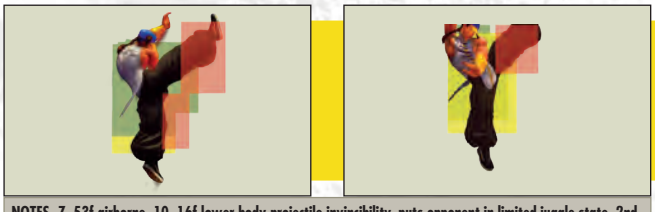


NOTES 1~7f lower body invincibility, 5~35f airborne, 8~17f lower body projectile invincibility, puts opponent in limited juggle state, 2nd hit juggle potential 1

MK Nishokyaku ↙ + MK

HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 40
STUN	100, 50
STARTUP	6
ACTIVE	2 (6) 4
RECOVERY	18+14 ON GROUND
ON HIT	–
ON BLOCK	-23
CANCEL	–

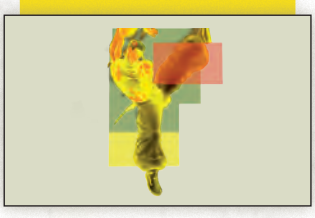




NOTES 7~53f airborne, 10~16f lower body projectile invincibility, puts opponent in limited juggle state, 2nd hit juggle potential 1, 1-8f strike-only invincibility

HK Nishokyaku ↙ + HK

HITS	2
BLOCK LEVEL	HL
DAMAGE	70, 70
STUN	100, 100
STARTUP	8
ACTIVE	2 (6) 4
RECOVERY	24+14 ON GROUND
ON HIT	–
ON BLOCK	-29
CANCEL	–



Zenpou Tenshin: On top of all of Yun's offensive abilities, he also has a command throw that leads into most of his combos, making this move the most feared ability when Yun is in the opposing character's face. The range is a bit further than his normal throw and is easily set up off of a close crouching MP. EX Zenpou Tenshin is 2 frames faster and has slightly more range, so it can be used in spots where the normal version may get interrupted. Since the command throw is extremely vulnerable against neutral jumps and backdashes, optimal time to use this move is after you have conditioned your opponent to stay grounded. To do this, show low attacks in your attack strings. Then, when you feel your opponent is committed to blocking low, sneak in a Zenpou Tenshin. For instance, close crouching MP followed by either crouching MK or Zenpou Tenshin creates a mini 50-50 type guessing game. Also, if you read that your opponent may jump out of a command throw attempt, you can choose to go for a normal throw instead (which has much less recovery), then punish them with LK Nishokyaku while they descend on you.

Zenpou Tenshin ◎ + K



HITS	1
BLOCK LEVEL	–
DAMAGE	1
STUN	0
STARTUP	10
ACTIVE	2
RECOVERY	45
ON HIT	+7
ON BLOCK	–
CANCEL	–

NOTES Range 1.143

EX Zenpou Tenshin ◎ + K K



HITS	1
BLOCK LEVEL	–
DAMAGE	1
STUN	0
STARTUP	8
ACTIVE	2
RECOVERY	45
ON HIT	+7
ON BLOCK	–
CANCEL	–

NOTES Range 1.299

SUPER & ULTRA COMBOS

Super Combo: Genei Jin: This is Yun's signature Super move and it's one of the most versatile Supers in the game. For just over six seconds, most of Yun's attacks become chainable and allow infinite juggles. Genei Jin's main use is to tack a massive amount of damage onto a hit-check of standing MP (or crouching MK) ▷ ↻ + LP. If executed correctly, the Genei Jin combo will always carry the opponent to the corner while giving Yun a mix-up opportunity, making it one of the most powerful tools in his skillset. However, with the introduction of the Red Focus in *Ultra Street Fighter IV*, Yun is much less reliant on having to use a full Super meter for damage, since LP Shoulder Check ▷ Red Focus crumple combos can be more efficient.

Genei Jin may also be used as a neutral tool in order to open up your opponent, such as in a final round situation when your opponent is low on health. Since all of Yun's moves become chainable, you can create hard-to-block attack strings which involve chaining into ← + MK overheads from low attacks. Another good opener is to create a block string like crouching MK ▷ standing HK ▷ forward dash, command throw. These situations will be rare, but they're worth being prepared for. You may also find yourself in a situation where you drop your Genei Jin combo and still have time left on your Super bar, so these openers can be useful to salvage those events.

Genei Jin ◎ ◎ + P



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	1+0
ACTIVE	–
RECOVERY	8
ON HIT	–
ON BLOCK	–

NOTES Lasts 370f, see chart below for move property changes

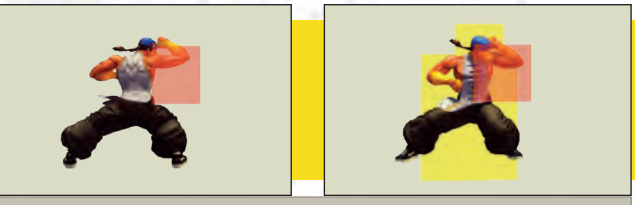
You Hou ◎ ◎ + P P P



HITS	4
BLOCK LEVEL	HL
DAMAGE	105, 60, 105, 105
STUN	0
STARTUP	0+9
ACTIVE	3 (14) 3 (20) 4 (34) 3
RECOVERY	39
ON HIT	–
ON BLOCK	-21

NOTES 1~11f invincible, 1st hit breaks armor, puts opponent in limited juggle state, 1st hit juggle potential 1, 2nd hit juggle potential 2, 3rd hit juggle potential 3, 4th hit juggle potential 4

Sorai Rengeki ◎ ◎ + K K K



HITS	13
BLOCK LEVEL	HL
DAMAGE	60, 45X3, 75, 30, 15, 6X5, 105
STUN	0
STARTUP	0+10
ACTIVE	3 (6) 3 (7) 3 (10) 3 (9) 1
RECOVERY	46
ON HIT	–
ON BLOCK	-26

NOTES 1~12f invincible, 13~19f projectile invincible, 5th hit goes into cinematic

UCI: You Hou: You Hou is a flexible Ultra because it can be used as an invincible anti-air, wakeup reversal, or a combo finisher. Like most Ultras, You Hou is best used near the start of a combo where scaling is minimal. It can be comboed off of a Focus crumple, a one-hit LK Nishokyaku, EX Nishokyaku (cornered opponent only), after LP Tetsuzanko ▷ Genei Jin, and MP or HP Tetsuzanko (cornered opponent only). If Ultra I connects on an opponent who's in a non-juggle state (as raw anti-air or ground combo), it can be followed up with HP Lunge Punch for bonus damage.

UCII: Sorai Rengeki: Yun slides across the entire screen with a barrage of attacks. If the fifth hit connects, the Ultra causes a cinematic. Unlike You Hou, Sorai Rengeki is a one-dimensional move. Its only functionality is to go through and punish projectiles. Its use in combos is limited only to crumple stuns and heavy jump-in attacks, so it isn't very versatile.

Recommended Ultra Choice: Ultra I

Ultra I is almost always recommended over both Ultra II and Double Ultra. Since Yun already has a plethora of moves that punish projectiles (e.g., Dive Kick and EX Shoulder Check), choosing Ultra II is never necessary. However, you may opt to choose Double Ultra against a projectile-heavy character, like Akuma, in case you need to punish a jump back air fireball in a situation where you don't have an EX meter stocked. In any case, You Hou is too flexible a move to pick Ultra II over it.

GENEI JIN JUGGLE TUTORIAL



This section is meant to explain only the important pieces of a Genei Jin combo so you can tailor your combo, for a specific setup or situation.

See Combo Index for sample Genei Jin combos.

Standing HK: Preferred Genei Jin combo starter. This move is fast enough and reaches far enough to combo off of the common ↓↙ + LP ▷ ↓↓ + P hit-check. Only used against a grounded opponent to get them in a juggle state.

MP Shoulder Check: Your secondary option for getting your grounded opponent into a juggle state during Genei Jin. Most notably, if you open up your opponent with a command throw during Genei Jin. For instance, land command throw, then crouching MK ▷ ↓↙ + MP, followed by → + MK or ↓↓ + LP, into the rest of your combo.

Senpukyaku (→ + MK): Primary corner carrying tool. You want to use this as much as possible during a mid-screen Genei Jin combo, as long as the opponent is close enough and juggled high enough to do so.

Standing MP: This is used to salvage or correct a low juggle. For example, if your opponent is too far and too low for → + MK, you can perform standing MP ▷ → + MK to reposition yourself next to them to continue your combo.

LP Lunge Punch: Similar to standing MP, but will pop the opponent up further and position you closer to them for potentially more → + MK or ↓ + HP attacks. You'll use this after the initial standing HK or if you happen to be too far during the juggle and need to recalibrate yourself. Applies to both mid-screen and if your opponent is cornered. Will allow you to follow up your corner palm attacks with ease.

MP Lunge Punch: Used to get back underneath a juggled opponent after your palm hits no longer reach during a corner Genei Jin combo.

MP/HP Palm: These are the heavy hitters of your Genei Jin combos. The MP and HP versions are identical, so use whichever is more comfortable to you. Usually, you'll be able to land two palms after a MP Lunge Punch juggle.
However, there's a kara technique you can use to extend this count to three. After your first palm, you can opt to perform ↓ + MK~HP and this will nudge you forward before your palm comes out, giving you more distance. So a palm loop will look something like: Standing HK, ↓↓ + MP, ↓ + HP, ↓ + MK~HP, ↓ + MK~HP, etc. This technique will take practice if you aren't familiar with kara-canceling special moves, but the window between the MK and the HP input is actually quite lenient, as you have a 3-frame window to press HP/MP after MK.

HK Rising Kicks: One of your Genei Jin combo finishers. Just like in your normal combos, this does the most damage and sets up quick stand mix-ups.

Crouching HK: You may opt to finish with a hard knockdown, so this is what you can use if you position yourself correctly during your Genei Jin combo. A good use of this would be to do crouching HK ▷ ↓↓ + LP as your super meter is close to zero. If done correctly, you'll sweep your opponent and then your lunge punch will cancel the recovery of your sweep, but since your Genei Jin meter has run out, the lunge punch won't connect. You'll be right next to your opponent with enough time to set up a really nasty dive kick cross-up attempt.

Close MK: Another ending option. This is usually prefaced with MP Lunge Punch towards the end of your Genei Jin combo and then followed up with a dive kick into an air recovery mix-up. For instance, ↓↓ + MP, close MK ▷ ↑, ↖ + LK, Genei Jin ends, then while your opponent recovers from the air, mix them with something like a cross-up meaty ↓↙ + LP, linked into standing LP, crouching MP, standing MP ▷ ↓↙ + HK.

Ultra I: A fully stocked Ultra I is the most damaging way to begin a Genei Jin combo. You can initiate your combo with standing MP ▷ ↓↙ + LP ▷ ↓↓ + P, ↓↓ + P P P, → + MK, into your preferred Genei Jin combo. This sequence will do over a whopping 540 damage in the corner.

GENEI JIN FRAME DATA

CLOSE STANDING (CL.) NORMAL MOVES

CMD	HITS	BLK LVL	DMG	STUN	STARTUP	ACTIVE	REC	ON HIT	ON BLK	CNCL	NOTES
LP near opponent	1	HL	20	0	3	2	7	+7	+7	Ch, Sp, Su, Tc, Ju	—
MP near opponent	1	HL	40	0	4	2	7	+8	+5	Ch, Sp, Su, Tc, Ju	—
HP near opponent	2	HL	40, 30	0	6	1, 3	7	+13	+8	Ch, Sp , Su, Ju	Only 2nd hit is chain cancelable, forces stand
LK near opponent	1	HL	30	0	4	2	7	+5	+52	Ch, Sp, Su, Ju	—
MK near opponent	1	HL	65	0	5	4	15	—	-5	Ch, Sp, Su, Ju	Puts opponent in a free juggle state
HK near opponent	1	HL	110	0	8	4	21	—	-7	Ch, Sp, Ju	Puts opponent in free juggle state, soft knockdown

GENEI JIN FRAME DATA CONT.

CROUCHING (CR.) NORMAL MOVES

CMD	HITS	BLK LVL	DMG	STUN	STARTUP	ACTIVE	REC	ON HIT	ON BLK	CNCL	NOTES
Crouching LP	1	HL	20	0	4	2	8	+4	+4	Ch, Sp, Su, Ju	—
Crouching MP	1	HL	40	0	4	3	6	+8	+5	Ch, Sp, Su, Tc, Ju	—
Crouching HP	2	HL	30, 30	0	3	2 (3) 3	7	+8	+4	Ch, Sp, Su, Ju	Only cancelable on 2nd hit
Crouching LK	1	L	20	0	3	2	8	+4	+4	Ch, Sp, Su, Ju	—
Crouching MK	1	L	50	0	4	3	14	0	-3	Ch, Sp, Ju	—
Crouching HK	1	L	80	0	8	3	21	—	-6	Ch, Sp, Ju	Puts opponent in free juggle state, hard knockdown

VERTICAL JUMP NORMAL MOVES

CMD	HITS	BLK LVL	DMG	STUN	STARTUP	ACTIVE	REC	ON HIT	ON BLK	CNCL	NOTES
Neutral jumping LP	1	H	30	0	3	13	—	—	—	Tc	1~2f lower body projectile invincibility
Neutral jumping MP	1	H	60	0	4	8	—	—	—	—	1~3f lower body projectile invincibility
Neutral jumping HP	1	H	90	0	7	5	—	—	—	—	1~4f lower body projectile invincibility
Neutral jumping LK	1	H	40	0	4	10	—	—	—	—	1~3f lower body projectile invincibility
Neutral jumping MK	1	H	70	0	7	8	—	—	—	—	1~6f lower body projectile invincibility
Neutral jumping HK	1	H	100	0	5	4	—	—	—	—	1~4f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

CMD	HITS	BLK LVL	DMG	STUN	STARTUP	ACTIVE	REC	ON HIT	ON BLK	CNCL	NOTES
Neutral jumping LP	1	H	30	0	3	13	—	—	—	Tc	1~2f lower body projectile invincibility
Neutral jumping MP	1	H	60	0	4	6	—	—	—	—	1~3f lower body projectile invincibility
Angled jumping HP	1	H	90	0	6	4	—	—	—	—	1~5f lower body projectile invincibility
Neutral jumping LK	1	H	40	0	4	10	—	—	—	—	1~3f lower body projectile invincibility
Angled jumping MK	1	H	70	0	7	8	—	—	—	—	1~6f lower body projectile invincibility
Neutral jumping HK	1	H	100	0	5	4	—	—	—	—	1~4f lower body projectile invincibility

UNIQUE ATTACKS

NAME	CMD	HITS	BLK LVL	DMG	STUN	START	ACTIVE	REC	ON HIT	ON BLK	CNCL	NOTES
Senpukyaku	↷ + MK	1	H	80	0	13	6	9	+2	+1	—	6~17f airborne
Dakai	↷ + HP	1	HL	65	0	10	3	12	—	+3	Ch, Ju	Puts opponent in juggle free state
Raigeki Shu	During jump ↶ + LK	1	HL	50	0	7	Until ground	4 on ground	+11 max	+7 max	—	Requires 7f airborne minimum
Raigeki Shu	During jump ↶ + MK	1	HL	50	0	7	Until ground	4 on ground	+11 max	+7 max	—	Requires 7f airborne minimum
Raigeki Shu	During jump ↶ + HK	1	HL	50	0	7	Until ground	6 on ground	+11 max	+7 max	—	Requires 7f airborne minimum
Target Combo 1	During jump LP	1	H	35	0	3	13	—	—	—	—	1~2f lower body projectile invincibility
Target Combo 1	During jump LP ▷ ↷ + HP	1	H	70	0	3	5	—	—	—	Tc	1~2f lower body projectile invincibility
Target Combo 2	Crouching MP	1	HL	40	0	4	3	6	+8	+5	Ch, Sp, Su, Tc, Ju	—
Target Combo 2	CR. + MP ▷ CR. + HP	2	HL	30, 30	0	3	2 (3) 3	9	+6	+2	—	—
Target Combo 5	LP near opponent	1	HL	20	0	3	2	7	+7	+7	Ch, Sp, Su, Tc, Ju	—
Target Combo 5	LP	1	HL	20	0	4	2	6	+6	+6	Ch, Sp, Su	—
Target Combo 5	Close or far LP ▷ LK	1	HL	30	0	4	2	8	+5	+5	Tc	—
Target Combo 5	Close or far LP ▷ LK ▷ MP	1	HL	40	0	5	5	10	+6	0	Sp, Su	—

SPECIAL MOVES

NAME	CMD	HITS	BLK LVL	DMG	STUN	START	ACTIVE	REC	ON HIT	ON BLK	CNCL	NOTES
Fake Kobokushi	↺ + LP	—	—	—	—	—	—	25	—	—	—	—
Kobokushi	↺ + MP or HP	1	—	100	0	11	10	5	—	+6	Su	Attack counts as a projectile, puts opponent in a free juggle state, armor break, soft knockdown
LP Zesshou Hohou	↻ + LP	3	HL	25, 25, 10	0	7	4, 3, 4	5+5 on ground	+2	-2	—	7~22f airborne, armor break
MP Zesshou Hohou	↻ + MP	3	HL	25, 25, 10	0	7	4, 3, 4	5+5 on ground	+2	-2	—	7~22f airborne, armor break
HP Zesshou Hohou	↻ + HP	3	HL	25, 25, 10	0	7	4, 3, 4	5+5 on ground	+2	-2	—	7~22f airborne, armor break
LP Tetsuzanko	↯ + LP	2	HL	40, 30	0	9	2 (1) 4	13	+2	+1	—	2~8f upper body invincibility, soft knockdown on airborne opponent, puts airborne opponent in free juggle state
MP Tetsuzanko	↯ + MP	2	HL	40, 30	0	11	2 (1) 5	14	—	0	—	2~11f upper body invincibility, soft knockdown, puts opponent in free juggle state
HP Tetsuzanko	↯ + HP	2	HL	40, 30	0	13	2 (1) 6	16	—	-3	—	3~12f upper body invincibility, soft knockdown, puts opponent in free juggle state
LK Nishokyaku	↯ + LK	2	HL	40, 40	0	6	2 (4) 4	14+11 on ground	—	-8(-14)	—	1~8f invincible, 5~29f airborne, 9~15f lower body projectile invincibility, puts opponent in free juggle state, soft knockdown, less advantage if 2nd hit whiffs
MK Nishokyaku	↯ + MK	2	HL	40, 60	0	6	2 (4) 4	19+10 on ground	—	-18	—	1~5f lower body invincible, 5~34f airborne, 8~15f lower body projectile invincibility, puts opponent in free juggle state, soft knockdown
HK Nishokyaku	↯ + HK	2	HL	40, 80	0	6	2 (4) 4	24+12 on ground	—	-25	—	1~8f strike invincible, 1~5f invincible, 5~29f airborne, 6~15f lower body projectile invincibility, puts opponent in free juggle state, soft knockdown
Zenpou Tenshin	↺ + P	1	—	1	0	5	2	45	+7	—	—	Range 1.103

Overview

PROS:

- Has arguably the most powerful up-close offense in the game, with several options to open up a defending opponent while dealing big damage
- His air mobility with dive kicks combined with EX Lunge Punch gives him a large screen presence
- Can nullify or punish fireballs easily with palms, rendering fireball pressure on him almost useless
- For a character that excels up close, Yun has an extremely strong footsie game with far standing MP and crouching MK

CONS:

- Has lackluster defense; having low vitality combined with his inability to FADC out of his reversals
- Has difficult matchups against characters with strong anti-dive kick moves, like E. Honda's EX Headbutt and Zangief's Lariat

Yun is the epitome of overwhelming offense with ways to attack from multiple angles from the air and on the ground. Once he finds an opening into close range, he can dismantle most characters with relentless dive kick and block string pressure while instilling the fear of command throws. All of his combo finishers leave him at such an advantage where he can repeatedly mix-up the opponent, potentially ending the round from just one opening.

Your objective with Yun is to get close and exert offensive dominance:

- Using dive kicks to punish an enemy's whiffed pokes or projectiles
- Out-poking an opponent's mid-range moves with standing MP or crouching MK ▷ LP Shoulder Check
- With the fear of dive kick pressure, using neutral jumps past opponent's poke range to bait out unsafe attacks
- After finding an opening for a combo through either a hit-check or a command throw, maximize kill potential with his powerful vortex game

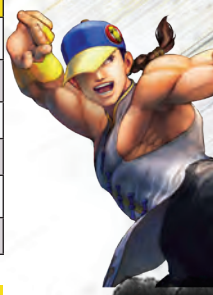
YUN'S TUNING HISTORY

***Super Street Fighter IV Arcade Edition* to 2012 Update**

CHANGE	EFFECT
Stun reduced from 1000 to 950	—
CL. LK advantage on block increased from +1 to +2	Better for pressuring opponent
ST. LK advantage on block increased from +1 to +2	Better for pressuring opponent
CR. LK hurtbox extended upward	Less likely to go under opponents attacks
CR. MP damage reduced from 60 to 50	—
Height restriction added to dive kick, hitstun and blockstun increased by 2 frames, 2 additional recovery frames added to landing	Offensive dive kicks are now more obvious, combos are less lenient, and opponents are given more time to punish whiffed dive kicks
Target Combo 2 CR. MP ▷ HP damage reduced from 50, 30, 40 to 60, 30, 40	—
Target Combo 3 CR. HK ▷ HK damage reduced from 80, 70 to 65, 55, second hit can now be super cancelled	Allows for new combos
Target Combo 4 MP ▷ HP ▷ ↩ + HP when started from ST. MP damage reduced from 50, 50, 60 to 50, 35, 48, 2nd hit advantage on block reduced from -4 to -6	Less safe to use as a hit-check
Target Combo 5 CL. LP ▷ LK ▷ MP damage reduced from 20, 30, 40 to 20, 20, 32	—
EX Zesshou Hohou active frames redistributed from 3, 6 to 7, 2, advantage on block reduced from +1 to -1	Advantage range now diminished from +1~+6 to -1~0
HP Tetsuzanko damage reduced from 140 to 100, projectile invincibility start delayed from frame 6~22 to 18~22	Requires more precision to punish projectiles
All versions of Tetsuzanko hurtbox extended upward	Weaker as anti-air
LK Nishokyaku invincibility reduced from frames 1~6 to 1~5, grounded recovery increased from 8 frames to 11	Weaker as anti-air, more easily punishable
MK, HK, EX Nishokyaku distance traveled reduced	More easily punishable
MK Nishokyaku damage reduced from 70, 60 to 70, 40	—
EX Nishokyaku grounded recovery increased from 14 frames to 17	More easily punishable
MP, HP Kobokushi damage reduced from 160 to 140, stun reduced from 250 to 200, chip damage reduced from 40 to 30	—
LK, MK, HK Zenpou Tenshin startup increased from 7 frames to 10	More easily beaten by quick attacks and throws
EX Zenpou Tenshin startup increased from 5 frames to 8, no longer throw invincible	More easily beaten by quick attacks and throws
Super duration reduced from 430 frames to 370	—
↬ + MK damage during super reduced from 85 to 80	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
ST. MP damage increased from 50 to 60	—
CR. MP damage increased from 50 to 60	—
All versions of Zenpo Tenshin now deal 1 damage	Now counts as an attack for damage scaling purposes
EX Zesshou Hohou advantage on block increased from -1 to +1	Can no longer be punished on block, better engage
Jump MK active frames reduced from 8 to 4, hitbox extended	Better as a cross-up attack
HK Nishou Kyaku 1~8f now only strike invincible	—



LONG RANGE

Since Yun's most effective range is up-close and personal, your strategy at long range is almost literally straight forward. Thanks to his excellent air and ground mobility, you should be able to advance with relative ease.

Projectiles have the ability to slow down your engagement a bit, but you can easily use EX Shoulder Check to punish them. Alternatively, you can take your advancement step-by-step by neutral jumping over projectiles and using the dive kick to inch forward. At half to full screen, you can simply jump over projectiles and then use LK Dive Kick to alter your trajectory straight down to avoid being punished or pressured. If you can anticipate a projectile attempt at long range, you can actually punish it by using a well-timed HK Dive Kick which can then be linked into a combo.

Keeping your opponent afraid of your dive kicks is a vital part of your long-range game plan, so mix up your dive kick angles with all three versions to stay unpredictable. If you've conditioned your opponent with LK Dive Kicks so that they're afraid of committing to unsafe anti-airs, you may opt to use diagonal jumping MK or diagonal jumping LP ▷ HP to easily set up your close and mid-range attacks.

If you notice your opponents are hesitant to commit to ranged attacks, don't be afraid to use EX Lunge Punch to get in close. This will put you at a +1 frame advantage while in prime offensive position, right next to them.

The most important thing to keep in mind while you're at a distance is to hold your ground. Yun's defense against the corner is quite weak, so you want to make sure you are the one deciding the pace of the match. Walk forward aggressively while applying screen presence with dive kicks and neutral jump dive kick fakes to eventually force your opponent into the corner. If they become aggressive, you have the option of stuffing their offensive options with standing MP. If they make the mistake of jumping into you, LK Rising Kicks will cleanly beat their jump attacks while putting them into your deadly mix-up game.

MID-RANGE

Yun's mid-range is all about using these three moves effectively: Dive Kick, standing MP, and crouching MK. To use standing MP effectively, gauge the opposing character's attack range and walk in and out of this range. If you can bait out a whiffed normal attack, punish it with standing MP ▷ MP Lunge Punch or LP Shoulder Check. Lunge Punch will score a soft knockdown and start your vortex while the shoulder check will give you an opportunity to Red Focus crumple if you have 3 stocks of meter. One of the traits of standing MP is its excellent horizontal hitbox, so don't be afraid to use this move liberally outside of range. When using standing MP this way, always follow it with a ↙ + LP input, regardless if the standing MP is in range or not. This is considered an option select, as the LP Shoulder Check will only be activated if your opponent walks into or gets counter-hit by standing MP.

Although standing MP is an amazing mid-range attack, low-profile long-range pokes like Ryu's crouching MK will beat out your standing MP. Thankfully, Yun's footsie game also includes being able to dive kick over his opponent's pokes. If your opponent is using these types of low attacks to stuff your standing MP, punish them with a neutral jump HK Dive Kick linked into a combo (See Combo II). Against someone who is fishing to punish your standing MP with a Focus Attack, you can use standing MP ▷ HP ▷ ↩ + HP to deny them.

Crouching MK is used to catch your opponent with a low hit if they are engaging with you in footsies but not committing to any moves. Like standing MP, you can safely buffer crouching MK into LP Shoulder Check. While LP Shoulder Check is -3 on block, the safety resides in the distance provided afterwards. There are very few moves in the game that can actually travel that distance while being faster than 3 frames (like Ryu's and Chun-Li's Supers).

Walking your opponent to the corner makes your mid-range game much deadlier, since they have no room to walk back from your pokes. Standing HK becomes a powerful attack in your arsenal for these situations since it has some low-evasion properties and, on hit, allows you to juggle into ↻ + LP.

Constant bullying of your opponents with standing MP may encourage them to jump at you, so be ready to use your LK Rising Kicks to deflect the attack. You can also meet them in the air with diagonal jumping HK, allowing you a mix-up off of their air tech. See Combo VIII for a cross-up combo off of an air tech recovery.

Once you've gotten your opponent to stop pressing buttons and to start playing passively, you can quickly engage into close range with a low altitude MK or HK Dive Kick. You can also catch them by surprise with a dash into command throw. Or, if you need quick damage to end the round or to chip away at their life bar, you can go for a → + MK overhead. New to *Ultra Street Fighter IV*'s edition of Yun is his ability to cross up with his jumping MK hitbox. Use this for a surprise cross-up attack for opponents hesitating in mid-range, as well as a mix-up for a frontal dive kick attempt. If you choose to engage with dive kicks, remember that the height and angle of attack also determines your advantage or disadvantage, so use them wisely.

CLOSE RANGE

Once you're in as Yun, you have a wide arsenal of attacks you can choose to employ. Much of your offense will revolve around neutral jump low-altitude dive kicks in conjunction with variations of Combo I. Depending on what type of close defensive options the enemy character possesses, you can usually heavily pressure your opponent with LK Dive Kicks mixed with Combo I attack strings until one of your attacks connects. CR.LP after a close LK Dive Kick is a great follow-up, as it's a 3-frame attack that's easily hit-confirmable into the rest of Combo I. If the initial CR.LP, ST.LP, CR.MP is blocked, you're still left at a +2 advantage to either go for another dive kick, a throw, a command throw, or a walk up CR.MP counter-hit setup. Assess how your opponent is playing and choose from one of your many attack options to open them up.

While Yun excels up close with so many options, be careful against characters with good close anti-airs. Characters like E. Honda, Ryu, Ken, and Zangief have quick and powerful moves to fend off dive kicks. The defensive attacks you want to keep in mind are ones that may hit you out of the air. They're usually fast-starting, safe normal attacks (like shoto crouching MP, Balrog crouching LP) or quick special reversals (like Dragon Punches, EX Headbutts, and Tiger Uppercuts). Against these characters, be more conservative with your dive kicks. Try to bait them out and punish them to deter your opponent's reversals. Crouching option select attacks (Ryu performing CR.LP + LK + MP, for example) are good against Yun's low dive kicks while having some throw protection. To punish techniques like these, you can alter your dive kick height to hit above the character's attack hitbox. Alternatively, you can go for a counter-hit setup with CR.LP or CR.MP leading into a combo.

Yun's command throw is an excellent tool, but it also must be used carefully as it's extremely punishable if jumped over or backdashed out of. Make sure you've conditioned the enemy enough with lows and backdash option selects (See Combo I tips) to keep the opponent grounded and vulnerable to your command throws. Don't forget to incorporate your powerful forward normal throw into your offense, as well. Connecting with a safe attempt of a normal throw can be just as damaging as landing a command throw; forward throw, followed by a forward jump into another forward jump leaves you with a semi-50/50 mix-up. During the apex of your second forward jump, you can go for a MK Dive Kick which can cross-up a character on their wakeup. If you use LK Dive Kick instead, it will be a frontal hit.

When you've opened up your opponent with Combo I or Combo II, your special move ender will depend on what kind of situation you want to set up for your next attack. MK or HK Rising Kicks will give you a powerful anti-quick stand set up. HK Rising Kicks followed by ↷, ↶ + LK can cross-up opponents, leading into another combo putting them into the same situation. Note that cross-up dive kicks may put you at a distance further than where you would usually use Combo I, forcing you to alter the combo to something like ST.LP, ST.MP ▷ ↷ + HK. During non-quick stand situations, you'll still be at a great advantage since you have enough time to set up another dive kick/command throw/Combo I/counter-hit setup. This is the power of Yun's offense.

If you land your Combo I mid-screen, you can opt to use a MP Lunge Punch ender to help carry the enemy closer to the corner. The downside to using this over Rising Kicks is that your combo will do less damage and the quick stand cross-up dive kick setup will not work. Fortunately, you still end up right next to them for a dive kick/command throw/Combo I/counter-hit setup. Additionally, your mid screen vortex setups work against downed and cornered opponents. Cross-up dive kicks are even harder to block while cornered and are much harder to reversal anti-air. For instance, a shoto Dragon Punch reversal in the corner against a cross-up dive kick will not auto-correct, completely whiffing.

Part of playing Yun well is maximizing the amount of damage done with your Super meter. Thanks to the new feature of Red Focus Attacks in *Ultra Street Fighter IV*, Yun has access to a power spike before actually having 4 bars. Your barrage of attack strings and setups will always build enough meter in a round to use at least a Red Focus or Genei Jin combo (See Genei Jin juggle tutorial and Combo XI, XII). Assess your meter while gauging your opponent's life totals at all times and go for Combo III or Combo IV attempts when appropriate.

Defensively, Yun has few options at his disposal. Get used to teching throws with the CR.LP + LK input (and follow into Combo I on hit). Against dive kick characters, you can opt to crouch tech with CR.LP + LK + MP to cover the low-altitude dive kick area. Yun's backdash is a fairly safe escape tool, so don't be afraid to add this into your mid-screen wakeup game. Even though it is generally unwise to use unsafe wakeup reversals in *Street Fighter* too often, Yun's Rising Kicks is a notable exception. The reason being that Yun gets more out of hitting his reversal special than any other character in the game. As mentioned in the mix-up part of his strategy, Yun earns vortex potential off of hitting Rising Kicks, which means he can potentially win a round starting from a defensive position.



Combos



I. CR. LK ▷ CL. LP, CR. MP, ST. MP then cancel into either:

↙ + HK
214 damage, 356 stun
↓ + MP
196 damage, 326 stun

This low-starting sequence is your combo and attack string of choice for most up-close situations. The combo contains two 2-frame links, so implement the plinking technique to ensure both MP attacks connect. The two initial light attacks give you plenty of time to hit-check, and the crouching MP attack gives you a +2 advantage on block so you can stop the string and alter your offensive pattern. Against the following standing characters, you will need to use the MK version of Rising Kicks: Adon, El Fuerte, Evil Ryu, Ken, Rose, Ryu, Sakura.

Although the string itself is simple, this combo becomes in-depth and provides even more utility when incorporated with option select techniques:

- Perform crouching LK with CR. LP + LK. This will give it some safety against throws as you'll throw tech automatically in case the opponent tries to preemptively throw you out of your attacks.
- Perform the close LP with ↓ + LP. If timed correctly, the close LP will execute normally on hit or block, and against a backdash, the close LP will instead come out as a LP Lunge Punch. Practice timing the CR. LK into ↓ + LP input so that you don't accidentally get a crouching LK ▷ Lunge Punch cancel. The best way to explain it is that it's not too fast, while not too slow. You can replace ↓ + LP with ↓ ↓ + P P P for an even more powerful option select with Ultra I.

II. Dive Kick, CR. MP, CR. MP, ST. MP then cancel into either:

↙ + HK
294 damage, 456 stun
↓ + MP
276 damage, 426 stun

Your optimal combo off of a low-altitude hit dive kick. For the dive kick connections that don't net you a large frame advantage, you can start with CL. LP on landing to ensure comboability before linking into CR. MP.

III. CR. MK or ST. MP ▷ ↙ + LP then cancel into either:

↓ ↓ + P, **see Genei Jin tutorial**
Damage/stun varies
Red Focus lv1 release ▷ forward dash, then either:
← + P P, ↙ + LP, ↓ + HP **(mid-screen only, 1 bar)**
421 damage, 710/690 stun
↙ + HP, ↓ + HP
348 damage, 565/545 stun
← + HP, CL. MK ▷ ↻, ↖ + LK **(corner, air tech mix-up)**
361 damage, 570/550 stun

This is used when you have either 3 or 4 stocks of Super meter and you're fishing for high damage at mid-range. Hit-checking it is easy, as LP Tetsuzanko is relatively slow, so you have time to recognize whether your crouching MK hit or not. Which Red Focus crumple follow-up to use depends on your screen positioning as well as whether you have another stock of meter to use. If your opponent has less than around 400 vitality and you have a full Super meter, you can usually finish them off with the Genei Jin ender. However, note that with damage scaling under 50% total health, a Red Focus ender only does about 50-70 less damage with much less room for error than a Genei Jin combo.

IV. ← + K, CR. MP, ST. MP then cancel into either:

↙ + HK
207 damage, 304 stun
↓ + MP
186 damage, 269 stun
↙ + LP
179 damage, 304 stun, can add same enders as Combo III

The combo of choice to follow a command throw with. With the Rising Kicks finisher, the HK version will whiff on certain characters. Use the MK version against the following characters instead: Adon, El Fuerte, Evil Ryu, Ken, Rose, Ryu, Sakura.

V. ↩ + P P, ↙ + LP, ↩ + HP

364 damage, 620 stun

For a massive punish against whiffed anti-airs like HP Shoryuken.

VI. ↙ + K K, then either:

↩ + LP

190 damage, 350 stun

↩ ↩ + P P P, ↙ + P P **(corner only)**

463 damage, 305 stun

Combos to use after landing EX Rising Kicks reversal. Ultra I combos only if you land EX Rising Kicks with the opponent's back against the corner.

VII. ↙ + LK, ↩ ↩ + P, ST. MP, see Genei Jin tutorial.

Damage varies, 150 stun.

Use this if you have a Super meter and connect LK Rising Kicks against a jumping opponent. The higher the LK Rising Kicks connect, the easier it is to catch the falling character with the Genei Jin standing MP.

VIII. Meaty ↙ + LP, CL. LP, CR. MP, ST. MP, then cancel into either:

↙ + HK

294 damage, 506 stun

↩ + MP

276 damage, 476 stun

Situational combo for meaty LP Tetsuzanko cross-ups. You can use a variation of this combo after hitting someone with a cross-up meaty LP Tetsuzanko on the landing of an air recovery. The timing of linking standing LP after the LP Shoulder Check may take some practice.

IX. CR. LK ▷ CR. LK, ST. LK ▷ ↩ + LP

127 damage, 245 stun

If you're pressuring with a lot of crouching LK attacks at a little bit past point-blank range and you recognize that they hit, you can link far standing LK after the crouching LK chains and combo it into ↩ + LP for some damage and to start your vortex. It's a 1-frame link, so it may take some practice.

X. CR. MP, CR. MK ▷ ↩ + MP

208 damage, 320 stun

This combo can be used standalone or as an improvisation to combos at a distance. At max distance against crouching characters, CR. MP into ST. MP will fail to reach, so your next best option is to use CR. MK in place of ST. MP.

XI. CR. MK ▷ ↙ + LP ▷ ↩ ↩ + P, ST. HK ▷ → → ↻ + HP, → + MK, ↻ + HP, ↩ + MP, ↻ + HP, ↻ + MK ~ HP, ↻ + MK ~ HP, ↩ + HP, ↙ + HK

479 damage, 300 stun

An example of an optimal Genei Jin combo with the kara-canceling palm technique. Refer to the Genei Jin Juggle Tutorial for details.

XII. ↻ + K, CR. MK ▷ ↙ + LP ▷ ↩ ↩ + P, ST. HK ▷ ↩ + LP, → + MK, → + MK, → + MK, ST. MP ▷ → + MK, ↩ + LP, ↩ + LP, CL. MK ▷ ↻ ↖ + HK

355 damage, 260 stun

A sample Genei Jin combo starting with a command throw with the opponent's back to the corner. This will carry from one end of the corner to the other while giving you an air tech recovery mix-up. Refer to the Genei Jin Juggle Tutorial for details.

ZANGIEF

First appearance: *Street Fighter II* (1991)



Data

STAT	VALUE	RANK
Vitality	1100	S
Stun Threshold	1100	S
Forward Walk Distance per Frame	0.035	C
Backward Walk Distance per Frame	0.03	C
Dash Duration in Frames	26	E
Dash Distance	0.88714	E
Backdash Duration in Frames	8 invincible, 8 airborne, 10 recovery (26 total)	B
Backdash Distance	0.8	D
Pre-jump Frames	6	C
Jump Duration in Frames	37	B-
Diagonal Jump Distance	1.53783	D
Diagonal Short Jump Distance	1.28373	E-

W Ultra Damage: 60%

Standing



Crouching



Jump Arc



Costume 1



Costume 2



Costume 3



Costume 4



CLOSE STANDING (CL.) NORMAL MOVES

LP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	6
RECOVERY	7
ON HIT	+2
ON BLOCK	-1
CANCEL	CH, SP, SU

NOTES —

MP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	14
ON HIT	+1
ON BLOCK	-2
CANCEL	SP, SU

NOTES —

HP near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	20
ON HIT	-1
ON BLOCK	-6
CANCEL	—

NOTES -2 on crouch

LK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+2
ON BLOCK	-1
CANCEL	SP, SU

NOTES —

MK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	5
ACTIVE	2
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES —

HK near opponent



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	7
ACTIVE	4
RECOVERY	21
ON HIT	-1
ON BLOCK	5
CANCEL	—

NOTES —

STANDING (ST.) NORMAL MOVES

LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+6
ON BLOCK	+3
CANCEL	CH, SP, SU

NOTES

MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	70
STUN	100
STARTUP	4
ACTIVE	2
RECOVERY	10
ON HIT	+5
ON BLOCK	+2
CANCEL	—

NOTES —

HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	12
ACTIVE	3
RECOVERY	18
ON HIT	—
ON BLOCK	-3
CANCEL	—

NOTES Soft knockdown

LK



HITS	1
BLOCK LEVEL	HL
DAMAGE	30
STUN	50
STARTUP	4
ACTIVE	2
RECOVERY	7
ON HIT	+5
ON BLOCK	+2
CANCEL	SP, SU

NOTES 1~6 kara cancel to specials and Supers

MK



HITS	1
BLOCK LEVEL	HL
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	6
RECOVERY	18
ON HIT	-3
ON BLOCK	-7
CANCEL	—

NOTES —

HK



HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	11
ACTIVE	4
RECOVERY	16
ON HIT	+2
ON BLOCK	-2
CANCEL	—

NOTES —

CROUCHING (CR.) NORMAL MOVES

Crouching LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	20
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	6
ON HIT	+5
ON BLOCK	+2
CANCEL	CH, SP, SU

NOTES —

Crouching MP



HITS	1
BLOCK LEVEL	HL
DAMAGE	80
STUN	100
STARTUP	8
ACTIVE	5
RECOVERY	12
ON HIT	+3
ON BLOCK	-3
CANCEL	—

NOTES Forces stand

Crouching HP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	200
STARTUP	12
ACTIVE	4
RECOVERY	16
ON HIT	+2
ON BLOCK	-2
CANCEL	SU

NOTES —

Crouching LK



HITS	1
BLOCK LEVEL	L
DAMAGE	40
STUN	50
STARTUP	4
ACTIVE	3
RECOVERY	7
ON HIT	+5
ON BLOCK	+1
CANCEL	SP, SU

NOTES —

Crouching MK



HITS	1
BLOCK LEVEL	L
DAMAGE	90
STUN	100
STARTUP	9
ACTIVE	4
RECOVERY	15
ON HIT	-2
ON BLOCK	-5
CANCEL	—

NOTES —

Crouching HK



HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	200
STARTUP	9
ACTIVE	5
RECOVERY	18
ON HIT	—
ON BLOCK	-5
CANCEL	—

NOTES Hard knockdown

VERTICAL JUMP NORMAL MOVES

Neutral jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	5
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Neutral jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Neutral jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	140
STUN	200
STARTUP	10
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~15f lower body projectile invincibility



Neutral jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~11f lower body projectile invincibility

Neutral jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	9
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~15f lower body projectile invincibility

Neutral jumping HK



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	9
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

DIAGONAL JUMP NORMAL MOVES

Angled jumping LP



HITS	1
BLOCK LEVEL	H
DAMAGE	60
STUN	50
STARTUP	6
ACTIVE	5
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~10f lower body projectile invincibility

Angled jumping MP



HITS	1
BLOCK LEVEL	H
DAMAGE	90
STUN	100
STARTUP	7
ACTIVE	3
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~9f lower body projectile invincibility

Angled jumping HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	11
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~15f lower body projectile invincibility

Angled jumping LK



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	7
ACTIVE	4
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~6f lower body projectile invincibility

Angled jumping MK



HITS	1
BLOCK LEVEL	H
DAMAGE	80
STUN	100
STARTUP	9
ACTIVE	10
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~4f lower body projectile invincibility

Angled jumping HK

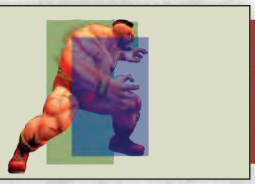


HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	200
STARTUP	9
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~8f lower body projectile invincibility

NORMAL THROWS

Zangief's Bodyslam ends with your opponent in front of you while Brain Buster switches sides with your opponent. Though often overshadowed by his excellent command grabs, Zangief's normal throws are useful when you're close to your opponent, but afraid that they will likely neutral jump against your throw attempt. With a normal throw, you recover quickly enough from a whiffed throw to respond to a neutral jump with anti-air Double Lariat or Ultra II, whereas if you whiffed a Spinning Piledriver, your opponent can fall on you with a punish combo.



Bodyslam LP + LK

DAMAGE	160
STUN	180
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.944

Brain Buster ⟲ + LP + LK

DAMAGE	160
STUN	180
STARTUP	3
ACTIVE	2
RECOVERY	20

NOTES Range 0.944

FOCUS ATTACKS

Zangief's Focus Attacks are slower than average, making them somewhat unwieldy in a match; however, they still have excellent range, reaching farther than the Focus Attacks of most other characters. This Focus Attack sweeps forward, not extending to its full range until the last 2 frames of the active period. Although Zangief's Focus has long reach, beware that it whiffs against crouching characters outside of point-blank range. Unfortunately, this includes combos into EX Red Focus.

Due to the slowness of Zangief's dash, if you dash forward after your Focus Attack is blocked, you can be punished by an opponent with quick responses. The slow speed of Zangief's dash also makes it less appealing to use Focus absorb tactics, like against projectiles or mid-range pokes. It's just too likely the opponent will recover in time to punish you.

New to *USFIV*, Zangief can cancel his EX Banishing Flat into a lv.1 EX Red Focus Attack for a crumple. This is expensive, requiring an entire Super Gauge, and it doesn't work against crouching characters from hit confirm distances. Meter-efficient or not, this definitely creates new high-damage hit-confirm chances for Zangief (see Combo VII).



Focus Attack lv.1 (MP) + (MK)

HITS	1
BLOCK LEVEL	LH
DAMAGE	90
STUN	100
STARTUP	10+13
ACTIVE	5
RECOVERY	32
ON HIT	-21 (-10)
ON BLOCK	-21 (-10)

NOTES Crumple on counter hit

Focus Attack lv.2 (MP) + (MK)

HITS	1
BLOCK LEVEL	LH
DAMAGE	120
STUN	150
STARTUP	18+15
ACTIVE	5
RECOVERY	32
ON HIT	–
ON BLOCK	-15 (-4)

NOTES Crumple state on hit

Focus Attack lv.3 (MP) + (MK)

HITS	1
BLOCK LEVEL	–
DAMAGE	170
STUN	200
STARTUP	65
ACTIVE	5
RECOVERY	32
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit



Red Focus Attack lv.1 (LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	LH
DAMAGE	135
STUN	100
STARTUP	10+13
ACTIVE	5
RECOVERY	32
ON HIT	-21 (-10)
ON BLOCK	-21 (-10)

NOTES Crumple state on counter hit or if used in combos

Red Focus Attack lv.2 (LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	LH
DAMAGE	180
STUN	150
STARTUP	18+15
ACTIVE	5
RECOVERY	32
ON HIT	–
ON BLOCK	-15 (-4)

NOTES Crumple state on hit

Red Focus Attack lv.3 (LP) + (MP) + (MK)

HITS	1
BLOCK LEVEL	–
DAMAGE	255
STUN	200
STARTUP	65
ACTIVE	5
RECOVERY	32
ON HIT	–
ON BLOCK	–

NOTES Unblockable, crumple state on hit

UNIQUE ATTACKS

Flying Body Attack
During angled jump + (HP)



HITS	1
BLOCK LEVEL	H
DAMAGE	100
STUN	150
STARTUP	6
ACTIVE	7
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~12 lower body projectile invincible

Double Knee Drop
During angled jump + (LK)



HITS	1
BLOCK LEVEL	H
DAMAGE	50
STUN	50
STARTUP	8
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~7 lower body projectile invincible

MP Headbutt
During vertical jump + (MP)



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	500
STARTUP	4
ACTIVE	6
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~3 lower body projectile invincible

Flying Body Attack: Zangief flattens himself out as he flies through the air falling at his opponent; since time immemorial, this move has simply been called the "Splash." Flying Body Attack is Zangief's best cross-up attack, thanks to its wide hitbox. This attack is useful any time you are near your opponent and you feel that they're too preoccupied with the ground game to anti-air you effectively.

Because Flying Body Attack is a heavy attack, it gives you enough advantage on block so that any grounded attack will be a true blockstring, allowing you to generate guaranteed pressure. If you lead directly into crouching (LK), for example, an opponent who blocks Splash then tries to jump away, fearing a throw, will eat the low hit.

Splash leaves the opponent in blockstun for so long, in fact, that you'll have to pause briefly upon landing before going for a normal throw or Spinning Piledriver, since you can't throw opponents during blockstun, or for 2 frames after blockstun ends. If you want to use your jump-in itself as the tick part of a tick throw, vary between "Splash" and Double Knee Drop, which create very different amounts of blockstun.

Double Knee Drop: Zangief drops on his opponent with both knees with this aerial attack. Double Knee Drop is a light attack, meaning there is very little blockstun/hitstun created, allowing you to immediately go for a tick throw after your opponent blocks this attack.

Double Knee Drop reduces the size of Zangief's hurtbox, making him harder to anti-air. This attack can be done very late, hitting at the last moment before landing to screw up the opponent's high/low or front/back blocking. Since Zangief scrunches himself up into a relatively slim horizontal hurtbox while performing this aerial attack, it can also be used as a sneaky early or late cross-up in addition to a weak, ticking frontal attack. Because Zangief scrunches up on execution, if you perform this move just before Zangief crosses over their center-of-mass during a forward jump, he'll sometimes seem to hit them from above as a cross-up before landing on the original side.

MP Headbutt: Slamming his head into his opponent, Zangief's high-stun jumping attack can be used to hit an opponent that is above or just in front of Zangief. The advantage of MP Headbutt over the HP version is that it's faster and it has a slightly bigger hitbox. If your opponent is prone to neutral jump over your throws and Double Lariats, and you have a hard read that they're about to neutral jump in your face yet again, you can jump with them and instantly perform MP Headbutt to quickly smack them with more stun damage in one hit than is dealt out by most full combos.

HP Headbutt
During vertical jump ↑ + HP



HITS	1
BLOCK LEVEL	H
DAMAGE	120
STUN	600
STARTUP	6
ACTIVE	12
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5 lower body projectile invincible

Long Kick
↘ + HK



HITS	1
BLOCK LEVEL	L
DAMAGE	120
STUN	200
STARTUP	14
ACTIVE	7
RECOVERY	22
ON HIT	–
ON BLOCK	-11
CANCEL	–

NOTES Hard knockdown

Short Jump
↑, ↷



HITS	–
BLOCK LEVEL	–
DAMAGE	–
STUN	–
STARTUP	–
ACTIVE	–
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES –



HP Headbutt: Similar in both appearance and usage to the MP version, the chief differences between these two attacks are the slower startup, higher stun, and higher hitstun and blockstun of the HP version. The HP version is also active much longer, but has a slightly smaller hitbox. The MP version is more appropriate as quick, "instant" anti-air, and the HP version is better during your own neutral jumps, like when falling from a neutral jump at mid-range, or when performing an early neutral jump against a foe's wakeup. If you can manage to land a clean HP Headbutt up close, you can link into enough stun to dizzy most of the cast outright (see Combo VIII).

Headbutts, Splash, and Double Knee Drop, alongside his diagonal jumping MK and diagonal jumping HP, all work together from different angles and different timings to make Zangief threatening from above. Meanwhile, his huge vitality bar, high damage output, and horrifying close-range offense give Zangief extra incentives to gamble on jumps when other characters would have to be more cautious.

Long Kick: Zangief gets low and sweeps his opponent's feet out from under them with this command sweep. Long Kick looks and acts like crouching HK with extra range; this move also inches Zangief forward a bit. Don't be predictable with this attack, as it is easily whiff punishable and is negative enough to be quite punishable on block.

Short Jump: While Ibuki and C. Viper have high jumps, Zangief has the game's only short jump (of course, other characters have ways to pull a jump short, like dive kicks). This is a remnant of an alpha feature during early *SFIV* development, when every character could short jump. Ultimately, it's only Zangief. To execute a short jump, input ↑ ↷, rolling from ↑ to ↷ instantly. Zangief's jump arc is identical during forward jump and short jump, but he travels about a half-step farther during his initial takeoff during a normal forward jump. Short jump's intended use is to fall just slightly short of your expected jump distance, causing your opponent's anti-air attacks to whiff. When you short jump for this purpose, don't perform jumping attacks (except perhaps Double Knee Drop), so you retain tripguard (your ability to block low immediately upon landing) and so Zangief's hurtbox isn't extended forward with his limbs.

SPECIAL MOVES

LP Spinning Piledriver
↻ + LP



HITS	1
BLOCK LEVEL	–
DAMAGE	180
STUN	150
STARTUP	2
ACTIVE	2
RECOVERY	52
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.684, hard knockdown

MP Spinning Piledriver
↻ + MP



HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	2
ACTIVE	2
RECOVERY	50
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.45, hard knockdown

HP Spinning Piledriver
↻ + HP



HITS	1
BLOCK LEVEL	–
DAMAGE	250
STUN	200
STARTUP	2
ACTIVE	2
RECOVERY	48
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.35, hard knockdown

Spinning Piledriver: Zangief's signature attack. He grabs his opponent, jumps into the air while spinning, flips his opponent upside down, and finally lands sitting on his opponent's head. The ever-present threat of Spinning Piledriver (often just "SPD," a term so synonymous with command throws that other grappler's throws are often called "SPDs") forms the basis of his offense. The tremendous range of the LP version (even after a tiny reduction in range in *USFIV*) makes it useful for punishing an opponent for blocking or even walking away from you from a large distance away. Grabbing on the 2nd frame, Spinning Piledriver is fast enough to make many attacks that are slightly negative outright unsafe. For almost the entire cast, as long as a given tactic leaves you at no worse than -2, you're probably OK. (And at least you have reliable escapes from mild disadvantage, like backdash, Focus, Focus backdash, etc.) Against Zangief, -2 is a guaranteed SPD.

EX Spinning Piledriver
↻ + P P



HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	4
ACTIVE	2
RECOVERY	47
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES 1~5 strike invincibility, range 1.35, hard knockdown

EX Piledriver is slightly slower and is invincible to strikes. All versions of Spinning Piledriver end in a hard knockdown, and you can use whiffed Banishing Flats to build meter and immediately get back into close range while the opponent is floored.

Interestingly, while the command for SPD is listed as ↻, the classic "360" motion, that's not the actual command the game is looking for. One shortcut that works is any six consecutive directions, for example → ↘ ↓ ↙ ← ↖ or ← ↙ ↓ ↘ → ↷. But that's still not the real command; it just happens to fulfill it. The actual command for SPD requires only four inputs: four different, non-overlapping cardinal (or intercardinal) points of the compass. Examples that work include ← → ↓ ↑ and ↘ ↙ ↷ ↖, but these are mostly only relevant to players who play on keyboards or custom controllers that replace the joystick/D-pad with more buttons.

When the opponent is holding you in blockstun, you can just spin the stick/D-pad and mash on LP; if they leave a gap in their blockstring of even 1 frame, they're going for a ride (if you have a full Super Gauge, be a little more precise with your mashing, unless you don't mind spending Super). But good players may bait this behavior by ticking up close and then immediately neutral jumping, which rewards them with a full punish combo if you took the bait and whiffed an SPD. Try to get a read on the opponent's habits when you're blocking and get a sense for when you can churn the butter and when you should just keep blocking and look for actual openings to react to. In some matchups, like against Rolento, you'll know that any blockstring your opponent attempts is something that you can punish; and your opponent will probably know that too, so they probably won't test you. If they do, be sure to impress upon them the futility of their actions with LP SPD. But in other matchups, like against Sakura and Seth, the opponent will have a way to make any blockstring safe for them, and unsafe for your reversal attempts, so you'll either have to play much more conservatively, or go gambling with all-in reads. On the ground, buffer ↺ and ↻ when you're changing directions in the footsies shimmy, poking with standing MP and other normals; if the opponent does something foolish like dashing forward into your range, you can react by simply completing the motion at ↷ or ↘ before pressing P to complete the SPD command.

LP Banishing Flat

↙ + LP



HITS	1
BLOCK LEVEL	HL
DAMAGE	120
STUN	100
STARTUP	8
ACTIVE	2
RECOVERY	20
ON HIT	-2
ON BLOCK	-7
CANCEL	SU

NOTES 5~17f front body projectile invincibility, projectile hitbox, soft knockdown on anti-air or counter hit

MP Banishing Flat

↙ + MP

HITS	1
BLOCK LEVEL	HL
DAMAGE	130
STUN	150
STARTUP	11
ACTIVE	2
RECOVERY	22
ON HIT	-6
ON BLOCK	-6
CANCEL	SU

NOTES 5~20f front body projectile invincibility, projectile hitbox, soft knockdown on anti-air or counter hit

HP Banishing Flat

↙ + HP

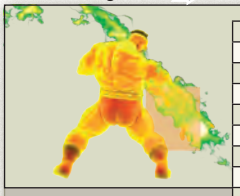
HITS	1
BLOCK LEVEL	HL
DAMAGE	140
STUN	200
STARTUP	14
ACTIVE	2
RECOVERY	22
ON HIT	-7
ON BLOCK	-7
CANCEL	SU

NOTES 7~23f front body projectile invincibility, projectile hitbox, soft knockdown on anti-air or counter hit

Banishing Flat: Zangief's "green hand" spins forward with a glowing waist-level backhand strike. Stronger attacks make Banishing Flat move further forward, and increase its startup speed, damage, and recovery. The attack counts as a projectile and can be used to cancel out projectiles thrown by opponents at Zangief; Zangief's hurtbox towards the front of his body is immune to projectiles to help facilitate this. With the *USFIV* rebalancing, the LP version of Banishing Flat is mostly safe on hit, leaving Zangief at -2, though the MP and HP versions are still unsafe both on hit and on block.

The EX version is invincible to strikes but not to throws; like EX Spinning Piledriver, you can be thrown out of EX Banishing Flat during startup. Because it moves far forward, EX Banishing Flat works much better at punishing projectile attempts; it also is advantageous on hit giving Zangief an opportunity to begin his offense. Being up close at +1 creates a nightmare for your opponent, and is the main benefit of ending combos with EX Banishing Flat (or plowing through a poke or fireball into close range with it). For additional damage, Zangief can cancel EX Banishing Flat into a lv.1 EX Red Focus Attack, letting him crumple his opponent and allowing him to link into an Ultra Combo. All versions of Banishing Flat knock down on counter hit.

EX Banishing Flat ↙ + HP



HITS	2
BLOCK LEVEL	HL
DAMAGE	90, 50
STUN	100, 50
STARTUP	13
ACTIVE	1, 1
RECOVERY	27
ON HIT	+1
ON BLOCK	-9
CANCEL	SU

NOTES 1~13f strike invincible, 14~22 projectile invincible, projectile hitbox, soft knockdown on anti-air or counter hit, 2nd hit juggle potential 1

Double Lariat P P P





HITS	6
BLOCK LEVEL	HL
DAMAGE	120 (140)
STUN	150 (200)
STARTUP	4
ACTIVE	2 (4) 7 (2) 7 (3) 9 (2) 8 (4) 3
RECOVERY	14
ON HIT	–
ON BLOCK	-44
CANCEL	SU

NOTES 1~3f upper body invincible to strikes, 6~55f lower body strike invincible, soft knockdown, higher damage on follow-up strikes, puts opponent in limited juggle state

Double Lariat: Zangief stretches both fists outward and spins, striking his opponent with this attack borrowed from former pro wrestler Mike Haggar. Double Lariat has upper-body invincibility during startup, making it work well for hitting a jumping opponent; it also has lower-body invincibility during the active frames, making it harder for an opponent to punish. Zangief can move slightly forward or backward during this attack by holding → or ←, using it to go forward through projectiles or to back away from potential sweep retaliation.

In the event of an anti-air trade, Zangief can juggle with an EX Banishing Flat (see Combo VI). Double Lariat's strike invincibility lasts until just before the first active frame, meaning that trades will be frequent if the opponent has a hitbox overlapping Zangief (like a jump-in attack). In particular matchups, the opponent may have a jumping attack with a hitbox that extends ahead of their hurtbox, so that they jump at Zangief without worrying about his anti-air Lariat. Examples include Sakura's diagonal jumping HP and neutral jumping HK. Against these types of high-priority moves, you may have to simply block in certain situations, like against jump-ins on your wakeup.

Quick Double Lariat K K K



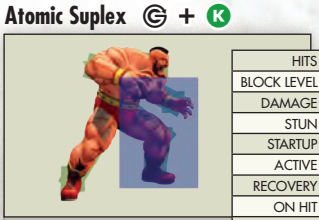


HITS	4
BLOCK LEVEL	HL
DAMAGE	110 (130)
STUN	100 (150)
STARTUP	4
ACTIVE	2 (4) 5 (3) 8 (4) 3
RECOVERY	14
ON HIT	–
ON BLOCK	-22
CANCEL	SU

NOTES 1~32f lower body invincible to srikes, 5~32f strike invincibility raises to shoulders, soft knockdown, higher damage on follow-up strikes, puts opponent in limited juggle state

Quick Double Lariat: Similar to Double Lariat, Zangief makes fewer spins during Quick Double Lariat, attacking fewer times while also recovering more quickly. Zangief can move slightly forward or backward during this attack, potentially evading projectiles, though you must hit Quick Double Lariat slightly early since it can be counter hit by a projectile during the first 3 frames. From long ranges, Quick Double Lariat recovers quickly enough to be useful to whiff for meter gain if the opponent doesn't have some way to stop you from doing this. At close range, alternating between Quick Double Lariat and Double Lariat can mess with your opponent's responses, though attentive players will notice that Zangief makes a different noise at the beginning of each Lariat.

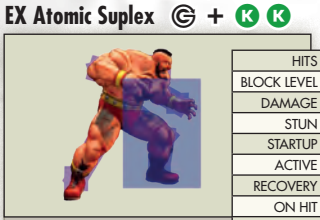
Atomic Suplex ↻ + K



HITS	2
BLOCK LEVEL	–
DAMAGE	90, 130
STUN	200
STARTUP	2
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Range 1.0, hard knockdown, activates same strength Flying Power Bomber on whiff

EX Atomic Suplex ↻ + K K



HITS	2
BLOCK LEVEL	–
DAMAGE	90, 150
STUN	200
STARTUP	2
ACTIVE	2
RECOVERY	–
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Armor from 1f, range 1.0, hard knockdown, activates EX Flying Power Bomber on whiff

Atomic Suplex: Zangief grabs his opponent and performs a Suplex, then jumps and performs a second Suplex. The range on Atomic Suplex is rather short, so you must be close to your opponent to grab them. On hit, Atomic Suplex is a hard knockdown that switches sides and gives you ample time to set up a safe jump and continue offensive pressure. When whiffed, Zangief stomps forward, automatically proceeding to his Flying Power Bomb running throw. The EX version has armor from the first frame, enabling you to beat safe jumps and meaty attacks. Each regular version is identical; the button strength determines how far Zangief walks before going for Flying Power Bomb if the Atomic Suplex portion of the attack whiffs.



Flying Power Bomb
↷ + LK

HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	–
ACTIVE	2
RECOVERY	45
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Max range 2.915, hard knockdown

Flying Power Bomb
↷ + MK

HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	–
ACTIVE	2
RECOVERY	45
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Max range 3.24, hard knockdown

Flying Power Bomb
↷ + HK

HITS	1
BLOCK LEVEL	–
DAMAGE	200
STUN	150
STARTUP	–
ACTIVE	2
RECOVERY	45
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Max range 3.73, hard knockdown

EX Flying Power Bomb
↷ + K K

HITS	1
BLOCK LEVEL	–
DAMAGE	220
STUN	200
STARTUP	–
ACTIVE	2
RECOVERY	45
ON HIT	–
ON BLOCK	–
CANCEL	–

NOTES Armor until attack is active, max range 6.028, hard knockdown



Flying Power Bomb: Zangief throws his arms wide as he runs towards his target; upon reaching them, he picks them up and slams them to the ground with a Power Bomb. This move is a canned follow-up to a failed Atomic Suplex; if you are too far away for Atomic Suplex to hit an opponent, then Flying Power Bomb comes out automatically. Like Atomic Suplex, the EX version of Flying Power Bomb has armor from the first frame until active. Going for this at a distance leaves Zangief wide open as he moves forward, telegraphing his intent. Your success using this move will depend on the attentiveness of your opponents, both how well they react in general and how much you've got them scared of other things. An opponent who is worried about Zangief's jumps, his whiffed Banishing Flat or standing HK into LP SPD tricks, his pokes, and his nearly-instant command throws may react poorly to a very occasional Flying Power Bomb, especially the armored EX version. Beware that if the opponent reacts well, you're basically looking at eating a max punish; this is better to go for when you have a sizable vitality lead and the opponent is turtling up, worried about all your potential round-ending options.

SUPER & ULTRA COMBOS

Final Atomic Buster
↷ ↷ + P



HITS	3
BLOCK LEVEL	–
DAMAGE	100, 100, 250
STUN	0
STARTUP	1+0
ACTIVE	2
RECOVERY	46
ON HIT	–
ON BLOCK	–

NOTES Range 1.45, hard knockdown

Ultimate Atomic Buster
↷ ↷ + P P P



HITS	3
BLOCK LEVEL	–
DAMAGE	122, 125, 273
STUN	0
STARTUP	1+0
ACTIVE	2
RECOVERY	46
ON HIT	–
ON BLOCK	–

NOTES Range 1.447, hard knockdown

Siberian Blizzard
During Jump ↷ ↷ + K K K



HITS	3
BLOCK LEVEL	–
DAMAGE	75, 120, 255
STUN	0
STARTUP	0+3
ACTIVE	UNTIL GROUND
RECOVERY	58
ON HIT	–
ON BLOCK	–

NOTES Hard knockdown

Super Combo: Final Atomic Buster: Zangief grabs his opponent and slams them to the ground with two Suplexes before finishing with a Spinning Piledriver. Final Atomic Buster has a range comparable to MP Spinning Piledriver, and it has 1-frame startup. It's essentially instant, so if your opponent is in a state where they can be thrown, it is too late for them to avoid this Super by the time the screen freezes. Due to the invincible startup, this Super can be used to catch perfect 4-frame safe jump attacks.

This extremely fast attack can punish many attacks that are normally safe, such as C. Viper's MP Thunder Knuckle or Ken's EX Shoryuken ▷ FADC forward. Due to the speed of this attack, you can do it too early, so be careful when attempting to tick into Final Atomic Buster offensively. If you tick-throw into Super too fast, you may whiff it right into the end of the opponent's blockstun (this goes for Ultra I as well). Defensively, you can simply react to your foe's minor disadvantage with Final Atomic Buster, which is pretty easy to execute if they had you in blockstun. Beware folks who act like they're fishing for a hit-confirm up close, then jump away, hoping to get you to blow your resources.

Offensively, you can take chances on Final Atomic Buster openings by doing something as simple as dashing or empty jumping in and performing the Super command to end just as your dash ends/as you land. As with empty jump SPD or Atomic Suplex, this works precisely because Flying Body Attack and other jumping Zangief moves are so dominant; defensive opponents who try to block jump-ins will just eat your empty jump into Super. You can also use Super as a tick throw, like after close-range crouching LP or Double Knee Drop. If you see an opponent attempting to Focus absorb against you frequently, you can occasionally (extremely occasionally) land a gimmicky Super by canceling an absorbed Banishing Flat into Final Atomic Buster.

UCI: Ultimate Atomic Buster: Zangief grabs his opponent and performs a Suplex followed by a Back Breaker, ending with a Spinning Piledriver. Like Final Atomic Buster, this unblockable Ultra grabs on the first frame after activation and reaches about as far as MP SPD. The frame data and usage are mostly identical to Final Atomic Buster. Since this is a command throw Ultra, you cannot use these in combos without first crumpling your opponent; Zangief can use Ultimate Atomic Buster after canceling an EX Banishing Flat into a lv.1 EX Red Focus Attack. This is a brand-new ability to Zangief in *USFIV*, being able to confirm into Ultra, though it comes at a steep cost.

Since his Ultra I and Super are functionally the same, use his Ultra in situations where you have both a full Super and Revenge Gauge. This way, you take your chance on Ultra while retaining meter for other things. To avoid accidentally triggering Super instead of Ultra, make sure to hold down all three punches in P P P for a moment, rather than slapping and releasing them quickly. The cause of many accidental EX moves and Supers in place of Ultras is that you don't exactly hit P P P or K K K all at the same time, and you end up hitting and releasing one of the three buttons just slightly early or late.

UCII: Siberian Blizzard: "I am the protector of Russian Skies!" Zangief spins like a helicopter as he maneuvers towards his opponent. If he catches them, he puts them in a headlock and rises toward the sky. He then twists his foe, steps on their outstretched arms, and plummets downward, breaking his fall with his opponent's face. Siberian Blizzard is a fast Ultra that only hits airborne opponents; it is active until Zangief is grounded and gives extreme aerial mobility to Zangief until it is over. (Like Lariat, hold ↷ or ↶ after activation; you can alter the trajectory in progress, too.) An opponent who is airborne near Zangief, either in front of or behind him, will be grabbed.

Siberian Blizzard is a terrifying attack that allows you to force your opponent to second-guess themselves before using invincible anti-air attacks as you blatantly jump in; this tactic doesn't work well against characters like Dhalsim who are more likely to use grounded normal moves as anti-airs and zoning tools. Siberian Blizzard is able to punish anything off the ground including backdashes and moves like Cody's Crack Kick and Juri's close MK. This Ultra is a command throw, so it can only be used in a combo during the later part of a Focus crumple when your opponent counts as airborne (as they're slumping forward).

Though the damage of the first two hits comes rather quickly, the final hit takes a whopping 9 seconds on the timer to register; this can be both a blessing and a curse. In a slow-paced match versus a turtling character like E. Honda, you may finally get your window of opportunity to land big damage at the end of the round, but pay careful attention to the timer; if you are ahead in vitality, you will automatically win if you land the Ultra in the last 10 seconds of the round because time will simply run out. However, if you have a life deficit, you may fecklessly time yourself out with a raw Ultra attack when you thought you were clinching a win. Ultra II is great at the end of rounds if you want to stall; it's off-limits if you need a quick comeback.

Recommended Ultra Choice: Double Ultra or Personal Preference

W Ultra reduces the damage from Zangief's Ultras to 60% of what you get if you just pick one or the other. Like other grapplers with an anti-air Ultra and a grounded "720," Zangief's Ultra Combos are complementary, and together can be used to force an opponent into an awful 50/50 guessing game where you tick your opponent and then pick an Ultra; if they guess wrong, they eat a raw Ultra. Since this is obviously obnoxiously good, Zangief has higher damage reduction on Ultras than most characters. Since Zangief will generally only land his Ultras raw rather than at the end of a long combo, the additional damage scaling is highly noticeable. Ultra damage while using W Ultra can feel more like you have glorified versions of SPD once a round, rather than a fully-fledged Ultra Combo. Yet the threat of having both, lowered damage or not, can still be worthwhile, and this mix-up is incredibly exhausting for the opponent to know they have to deal with every single round.

Both of Zangief's Ultra Combos picked alone are reliable and reward a correct read with high damage. Ultra I allows you a huge meterless punish to a multitude of usually-safe attacks, shutting down your opponent's offensive capability for their fear of eating half damage for a tiny error. Ultra II is easiest to hit on opponents who have slower anti-air attacks that leave them airborne like C. Viper and E. Honda. Zangief's Super Combo operates essentially the same as Ultra I, meaning that you can pick Ultra II but retain the same kind of threat Ultra I provides when you have Super Gauge to spare; this allows Zangief to leverage the W Ultra guessing game, but with full-throated damage from either option (which is why many Zangief players select Ultra II in the first place).

Overview

PROS:

- LP Spinning Piledriver has incredible range and is unusually fast, a game-changing attack
- Good set of normal moves with high frame advantage allow Zangief to punish opponents trying to get away from him
- Easily able to confirm a hit and combo into EX Banishing Flat, getting right back on the offensive after a successful hit
- High vitality and stun values
- Good matchups against important dive kick and rushdown-oriented characters; characters who have to approach are doing Zangief's work for him

CONS:

- Slow walking speed hampers movement options
- Can have difficulty approaching opponents through projectiles, and has problematic matchups with many zoning-oriented characters
- Has trouble dealing with jump attacks from characters with variable jump arcs

Zangief is an imposing figure with dangerous ways of hurting other characters who are near him. Any character staking a claim to strongest close-range offense in *Street Fighter* will have to go through Zangief to win that argument. When you select Zangief at the character select screen, you must realize from that moment on that your opponent does not want to be near you; with Zangief, you will have to work hard to get in on an opponent who is constantly trying to keep you out. Once you've reached the end of the rainbow, you will certainly find your pot of gold; Zangief's ability to throw his opponent's attempts to defend or escape is truly terrifying, and you can easily stick to your opponent on offense once you find an opening.

Your objective is to establish close range. Achieve this by:

- Walking forward cautiously and patiently, controlling your foe's ground movement with standing MP
- Punishing whiffed attacks with standing LK ▷ EX Banishing Flat
- Using intentionally-whiffed LP Banishing Flat and standing HK as "attack dashes" that can move you into range for LP Spinning Piledriver
- Beating jumping attacks with Double Lariat or Ultra II
- Patiently maneuvering your opponent to the corner
- Once inside, opening up your opponent by making them guess whether you're going to continue pressuring with normals or going to tick throw with a Spinning Piledriver

ZANGIEF'S TUNING HISTORY



Street Fighter IV to *Super Street Fighter IV*

CHANGE	EFFECT
Vitality reduced from 1200 to 1100	—
ST. LP damage reduced from 40 to 30, recovery increased from 5 frames to 7, advantage on block reduced from +5 to +3, advantage on hit reduced from +8 to +6	Reduced ability for use in link combos on hit
CR. LP damage reduced from 30 to 20	—
Diagonal jumping MK damage reduced from 90 to 80	—
Jumping ↓ + HP damage reduced from 110 to 120	—
LP Spinning Piledriver damage reduced from 200 to 170	—
MP Spinning Piledriver damage reduced from 220 to 200	—
HP Spinning Piledriver damage reduced from 240 to 220	—
EX Spinning Piledriver damage reduced from 220 to 200	—
Atomic Suplex damage reduced from 230 to 220	—
EX Atomic Suplex damage reduced from 250 to 240	—
Super damage reduced from 500 to 450	—
Ultra I damage reduced from 600 to 520	—

Super Street Fighter IV to *Super Street Fighter IV Arcade Edition*

CHANGE	EFFECT
CL. LP advantage on block increased from -2 to -1, advantage on hit increased from +1 to +2	Better for frame traps and tick throws
ST. MK advantage on hit reduced from -5 to -7	Slightly safer on hit
ST. HP hitbox extended	—
EX Banishing Flat no longer knocks down on hit, now leaves at +1 advantage on hit	Reduces offensive options tremendously
LP Spinning Pile Driver damage increased from 170 to 180, range increased from 1.65 to 1.75	—
HP Spinning Pile Driver damage increased from 200 to 250	—
Ultra II given more maneuverability than before, grounded recovery increased from 51 to 58 frames	Easier for Zangief to chase down his opponents

Arcade Edition to 2012 Update

CHANGE	EFFECT
ST. LP when used in a chain combo has recovery reduced from 7 frames to 5, advantage on block increased from +3 to +5 when chain canceled, advantage on hit increased from +6 to +8 when chain canceled	Makes links easier when used during chain combos
ST. HP is now a soft knockdown on hit	—
EX Banishing Flat damage increased from 80, 50 to 90, 50, stun increased from 50, 50 to 100, 50	—

2012 Update to *Ultra Street Fighter IV*

CHANGE	EFFECT
CL. LK now special and Super cancelable	—
CL. MK advantage on hit increased from 0 to +5, advantage on block increased from 0 to +2	Enables new combos
ST. MP hurtbox extended, sticks out 1 frame before active	More likely to be counter hit
ST. MK advantage on hit changed from -7 to -3, advantage on block changed from -10 to -7	Safer on hit and block
CR. LK advantage on hit increased from +4 to +5	Reverted to advantage from *SFIV*
Diagonal jumping HP hurtbox expanded	Easier to anti-air
LP Spinning Pile Driver throw range reduced from 1.75 to 1.7	—
LP Banishing Flat startup reduced from 11 frames to 8 frames; changed from -5 to -2 on hit, from -8 to -7 on block	Slightly faster on startup, slightly safer on block
MP Banishing Flat startup reduced from 13 frames to 11, advantage on block changed from -8 to -6	Slightly faster on startup, slightly safer on block
HP Banishing Flat startup reduced from 16 frames to 14, advantage on hit changed from -6 to -7, advantage on block changed from -9 to -7	Slightly faster on startup, slightly safer on hit and block
Ultra I ranged increased from 1.4 to 1.45	—

LONG RANGE

As Zangief doesn't have many moves that reach an opponent from long range, your main goal from this distance is to be patient while working his way forward. Zangief's only long-reaching attack, his Flying Power Bomb (⟲ + K), is easy to react to at long range with a jump-in combo. Be sparing with this attack if you use it at all. Because you want to be close to your opponent, from long range, you should try to move in and see how your opponent reacts. If your opponent moves back with you, attempting to keep a stable long-range distance from Zangief, you should attempt to walk them to the corner; if your opponent gives up on this, you'll end up in a mid-range footsie fight before you can actually get close to your opponent.

An opponent that has a projectile will certainly attempt to use it to control the space between them and Zangief. When a projectile is approaching, you can use a Double Lariat (P P P) or a Quick Double Lariat (K K K) to have it pass straight through you. Quick Double Lariat is faster, allowing you to react to an opponent's follow-up more quickly; however, it can be countered by a projectile during the startup so it must be used early. You are able to slightly maneuver around during a Lariat, allowing you to position yourself further forward or backward as needed. Banishing Flat (⟳ + P) can be used to move Zangief forward and nullify a projectile if you are accurate; however, it is often hard to actually hit the projectile and not just wind up getting counter hit. It is also a rather sluggish attack so an opponent can attempt to bait it and whiff punish your Banishing Flat attempt.

MID-RANGE

Your strategy in mid-range is to play a solid ground game to either work your way in or frustrate an opponent into opening themselves up by whiffing an attack or jumping at you. You can do this by playing slow and not overcommitting to any one course of action. Dance in and just out of the maximum range of your opponent's pokes and look to see how your opponent reacts. If they try to move in, you can put a stop to their advancement with a standing MP or perhaps chained LP. If your opponent is content to fight at this range, attempt to out-space their favored pokes and whiff punish when possible. If an opponent tries to back up, advance upon them to both slowly push them toward the corner and keep in a mid-range fight.

Your most useful poke in mid-range is your standing MP; it is a fast and far-reaching poke that has enough frame advantage to be used as a combo starter if you are close enough. From start to recovery standing MP is only 15 frames long, making it impossible to whiff punish on reaction. Your opponent can space it out and have it whiff, but unless you are predictable, it will be hard for your opponent to stop you from employing standing MP. On hit, you can link standing LK or LP and cancel to LP or EX Banishing Flat. Since standing MP pushes you out a bit and standing LK doesn't have the furthest range, you can also attempt to use standing LP as your combo starter; it will combo into standing LK from slightly farther away than standing MP. It's also chain-cancelable, allowing you to confirm off of 2 standing jabs before linking a LK if you are close enough. Standing LK is also useful on its own in this range as a whiff punish with LK ▷ EX Banishing Flat. If you have a full Super Gauge, you can go into Combo VII for strong damage. Without meter, you can use LP Banishing Flat and be mostly safe at -2 on hit, thanks to the increased hitstun allotted to the move in *USFIV*.

If your opponent is trying to keep enough space to avoid your standing MP and standing LK, you can potentially catch them walking with a Long Kick (↖ + HK), which scores a knockdown and a chance to get in on them. Otherwise, you can take a risk and attempt to surprise your opposition by whiffing a LP Banishing Flat, standing HK, or crouching MK, and then immediately going for LP Spinning Piledriver as you recover. Note that all of these moves can be whiff punished if your opponent is looking for them.

From mid-range, your opponent takes a much greater risk relying on projectiles against Zangief then they do from afar. If you have 1 bar to spare, EX Banishing Flat (⟳ + P P) will easily pass through a projectile on reaction, getting you some damage and positioning Zangief on top of your opponent with advantage. With a full Super Gauge, you can cancel EX Banishing Flat into a lv.1 EX Red Focus Attack and then follow-up with either an Ultra Combo or an Atomic Suplex. Normal versions of Banishing Flat won't work well as a projectile counter at this range. Double Lariat can be used sparingly, though it will oftentimes lead to Zangief being whiff punished from mid-range; Quick Double Lariat is faster on recovery, but you must be fast if you want to use it on reaction to a projectile since you can be hit during the startup frames.

If your opponent is heavily preoccupied in controlling you on the ground, you can attempt to bypass this space by jumping at your opponent. Zangief has several attacks with high priority from his jump; diagonal jumping HP reaches the farthest forward of all of your jumping attacks and, because it is a heavy attack, it puts your opponent in enough hitstun to guarantee a blockstring after you reach the ground. If your opponent blocks a jump-in HP, they will be in range of a LP Spinning Piledriver, Super, or Ultra I as they recover. Jumping HK can be used in much the same manner. Diagonal jumping MK is Zangief's deepest jump-in, making it useful against characters that generally try to use normal moves for anti-airs. It does not quite have the same horizontal reach as jumping HP, so you'll need to be slightly closer. You can attack with diagonal jumping MK earlier in Zangief's jump arc than with other jump-ins, which may catch the enemy by surprise; for example, kicking them in the head during the ⟶ portion of a ⟶ ↑ ↖ dragon punch motion.

Zangief has the ability to alter his jump trajectory slightly; you can use a short jump by tapping ↓ ~ ↑, which reduces the range of your jump. This works well in conjunction with Knee Drop (↑ + LK), since Knee Drop reduces your hurtbox, allowing you to bait some anti-air attacks and then punish your opponent on the ground, or simply to whiff a jumping attack and immediately use a LP Spinning Piledriver upon landing.

Likewise, your opponent may come to that same conclusion and attempt to jump on you. Zangief has one of the strongest anti-air attacks in the game with his Double Lariat; as it requires no joystick motion at all, it is very easy to use as a twitch reaction to a jump you were not expecting. What's even better is you can use this attack from a crouching position, making yourself slightly less likely to be hit when you are attempting to use it as late as possible. As he's attacking in both directions, Double Lariat even works well against cross-ups. If your opponent is either jumping in from a bit away or neutral jumping from outside the range of your Double Lariat, you can hit them with either standing HK or an EX Banishing Flat; both attacks are rather slow, so you'll have to activate them early. Standing HK does high damage for a normal move and it hits high up on the opponent's body while moving Zangief forward. It's basically a dash with an anti-air/anti-standing spike on the front of it, and that's how you should use it. EX Banishing Flat is invincible until active and knocks down an airborne opponent on hit, allowing you to start close-range mix-ups on your downed opponent.

Jumping backward with HP can work well as anti-air also, but you give up ground when using it. Neutral jumping MK hits above and in front of Zangief, making it valuable against characters with jumps that float like Guy or M. Bison. Against characters that change their jump arcs with dive kicks, if you don't want to commit to a Double Lariat when they're jumping in from far off, you can simply use standing LP safely without extending your hurtbox forward.

CLOSE RANGE

Zangief is at his strongest when he is next to his opponent and on the offensive; at close range, his goal is to keep the enemy from jumping away from him with good use of his close and crouching normal moves. Once you have intimidated your opponent into blocking your attacks, you will leave them open to Zangief's category-defining command grabs.

When up close, your opponent will more than likely try to escape from your command throws; they are likely to try to either jump away or backdash. Zangief's primary tool for pressuring his opponent in this situation is crouching LK. Crouching LK is a fairly quick poke that's active on the 4th frame with advantage on hit and block. You can use it to hit confirm into either Combo I or II, depending on how comfortable you are linking multiple crouching LK kicks together. If you're pretty sure of your opponent's patterns, you can go for a higher damage option and try landing a close MK; with the increase in hitstun it received in *USFIV*, you can now use it for a high-damage punish as in Combo V.

If you think your opponent isn't likely to try to jump away from you, it is reasonably safe to attempt a command throw. While pressuring an opponent with crouching LK, you can attempt a tick throw with LP Spinning Piledriver after up to 3 kicks. After successfully landing a Spinning Piledriver, you recover far from your prone opponent; whiffing LP Banishing Flat will move you toward your downed foe with enough time to set up a meaty attack or go for another command throw. If you are close to your opponent, you can attempt an Atomic Suplex rather than a Spinning Piledriver. Atomic Suplex has a greatly diminished range but is equally as fast; on hit, you end up with a far stronger offensive setup. After landing Atomic Suplex, you can: use jump and cross-up with a Flying Body Attack and then have guaranteed pressure against your opponent on the ground; use a short jump Flying Body Attack for a frontal hit; use a Double Knee Drop from either jump to force your opponent to deal with different command grab timing on landing, thanks to Knee Drop's short hitstun; or simply do an empty jump then land and attack with another command throw, or crouching LK to catch your opponent's attempt to block standing or jump away.

Backdashes can easily allow an opponent to escape close-range offense if you aren't wary. Zangief can option select backdashes by most characters with crouching HK between two chain-canceled crouching LP punches; Long Kick is too slow to serve this purpose, so make certain you aren't holding ↶ during this option select. Characters with excellent backdashes like Chun-Li, Ibuki, and Rose move too far and too fast to be punished in this way.

If you make a read of your opponent attempting to backdash, you can punish it harder with MP or HP Banishing Flat or a raw Ultra II done low to the ground while holding forward after activation.

Once you've managed to push an opponent all the way to the corner, you will have a supreme offensive advantage; just keep in mind that no matter who you're fighting, your opponent will be scared at this point and will try to escape. Once your opponent can no longer use their mid-screen walking speed to make your attacks whiff, their options will be reduced to trying to counter poke, reversal, block, or more likely jump (either vertically or over you, out of the corner). Similar to when you're close to an opponent at mid-screen, your goal is to make them too scared to jump away. Staggered LP strings will facilitate this well, as will standing MP. An opponent who has taken almost any damage at all can easily be stunned when attempting to escape the corner by countering with an anti-air HP Headbutt.

When Zangief is on the defensive, he has limited but useful options. As Zangief's strike-invincible special moves are all still susceptible to throws, you will have to choose between defending yourself from throws or strikes. Backdash generally makes for a poor defensive option, as Zangief has one of the worst backdashes in the game; it is slow enough to be punished on reaction and travels essentially nowhere. Without spending meter, your options are more limited; Double Lariat and Quick Double Lariat both have limited invincibility, so you'll have to decide in advance whether you want to try to beat a high or a low attack. Spinning Piledriver is active on the 2nd frame, allowing it to beat any strike that's not meaty as well as punishing an opponent for just blocking. A Spinning Piledriver used defensively is more likely to be useful when done to interrupt an opponent's pressure string rather than on wakeup. As throws cannot trade with strikes, if your opponent leaves a gap at least 1-frame wide when you attempt to reversal with a Spinning Piledriver, then they will get grabbed if they are grounded and within range. EX Spinning Piledriver is active on the 4th frame; it is invincible to strikes and can be used to grab an opponent attempting a safe jump attack. Ultra I can make for an excellent reversal, being both fast as well as completely invincible; however, you should use this with caution, as you are unlikely to get a second chance at landing an Ultra, and if you miss, you will certainly be punished.

Combos

I. CR. LK, CR. LP ▷ ST. LP, ST. LK ▷ ↶ + LP

177 damage, 235 stun

A simple meterless combo, starting from a low hit. Option select crouching LK with CR. LP + LK for security against normal throws. If you have difficulty with the link from CR. LK to CR. LP, a 2-frame link, you can open with a chain of CR. LP ▷ CR. LP ▷ ST. LP. (You cannot plink the crouching LP without the use of the Back/Select button.) After the jabs, you must pause a tiny bit before linking standing LK; if you chain to standing LK, you won't be able to cancel into Banishing Flat.

After LP Banishing Flat, you'll be at -2 at point-blank range. This is safe from punishment except against other characters who, like Zangief, have attacks that hit in 2 frames or fewer. You'll be at close range, but it won't be your "turn."

II. CR. LK, CR. LP ▷ ST. LP, ST. LK ▷ ↶ + P P

189 damage, 265 stun

Similar to Combo I, this combo ends with an EX Banishing Flat, leaving you at +1 on hit and allowing you to continue offensive pressure afterward. Opponents suddenly forced to react right next to Zangief at a disadvantage usually react one of several ways, and if you have a good read on what your opponent will do, you can directly counter them. Opponents who block can be command grabbed or tick-thrown immediately; opponents who backdash are vulnerable to an immediate EX Banishing Flat or a delayed standing HK; opponents who are poke-happy can be blown up with point-blank Double Lariat/Quick Double Lariat. EX Spinning Piledriver will also blow through attacks, and EX Atomic Suplex will absorb single-hit attacks, thanks to its hyper armor. Combos into EX Banishing Flat are Zangief's most dynamic way to suddenly get inside and start blowing his victim up, so develop a knack for sniffing out what your opponent will do afterwards.

This combo builds about a quarter of a bar, in case you are a bit short on meter as you get the first hit. While you can cancel the EX Banishing Flat into EX Red Focus for a crumple, this is a waste of meter in this situation because of the heavy damage scaling after a lengthy hit-check.

III. CR. LK, CR. LK, CR. LK, ST. LK ▷ ↻ + P P

217 damage, 265 stun

With the *USFIV* increase to hitstun on Zangief's crouching LK, this combo is now as easy to do as it was in the first version of *SFIV*. Zangief can use repeated crouching LK to punish an opponent who is attempting to backdash or jump and is able to hit confirm after up to 3 crouching shorts (sometimes up to four, on wide or crouching characters). To make the link more consistent while simultaneously turning each crouching kick into a crouch tech, plink with CR. LK~LP. The timing and the plink are the same as when linking crouching LK into itself with M. Bison or Sagat.

Crouching LK does a tiny bit more damage than Zangief's other light attacks, so this combo ends up being more damaging, and, if you're consistent with the links, it should be your go-to bread-and-butter over both Combo I and Combo II, which are easier but deal less damage and don't force the opponent to block low as long. If you think your opponent is likely to continue to block after your hit-check, you can go for LP SPD after up to three CR. LK ticks as well.

IV. CR. LK, CR. LK, ST. MP, ST. LK ▷ ↻ + P P

241 damage, 305 stun

Against some characters, you can go for a slightly higher-damage combo using standing MP rather than a third crouching LK. Standing MP has the same startup and advantage on hit as crouching LK, making this combo no more technically demanding than the previous ones. Plink standing MP as ST.MP~LK to build in a couple of combo fail-safes.

V. CL. MK, ST. MP, ST. LK ▷ ↻ + P P

282 damage, 345 stun

Zangief gained new potential combos with the added histun close MK received in *USFIV*. This combo builds just shy of half a bar but doesn't work on all characters. It's more consistent if you jump deep into an opponent from the front, like with jumping MK directly over their center. If you start this combo from farther away than point-blank range, link st.LK ▷ EX Banishing Flat immediately after close MK.

VI. P P P (trade), ↻ + P P

170 damage, 200 stun

When Double Lariat trades, you can link an EX Banishing Flat for a juggle and a knockdown, allowing you to go for an offensive setup as your opponent is rising.

VII. ST. LK ▷ ↻ + P P ▷ lv.1 EX Red Focus Attack ▷ dash, ⟲ ⟲ + P P P

526 damage, 270 stun

Zangief can cancel an EX Banishing Flat into an EX Red Focus Attack, crumpling his opponent and scoring an opportunity to combo into an Ultra. If you land an extended combo rather than a short combo into EX Banishing Flat, the extra damage scaling may make tacking on Ultra at the end not worth it unless it will K.O. the enemy; in these cases, you can opt to Red Focus crumple into an Atomic Suplex then go immediately for quick stand mix-ups instead of using all of your Super AND Revenge Gauges when it won't add all that much to the total damage dealt.

Even though a single normal hit into EX Banishing Flat happens very quickly, try to train yourself to eyeball whether the opponent ate the hit standing or crouching. If they're crouching, try not to cancel into Red Focus. If you use EX Banishing Flat ▷ EX Red Focus blindly as a mid-range comeback tool, like to blow through a fireball, you won't have time to confirm whether they're standing or not, adding a fair degree of risk to this Hail Mary tactic.

VIII. Neutral jumping ↑ + HP, CL. MK ▷ ↻ + P P ▷ lv.1 EX Red Focus Attack ▷ dash, ⟲ + HP

528 damage, 980 stun

This high stun combo will instantly dizzy over half the cast; if your opponent already has any stun built up at all, they will likely be dizzy after this combo. Against characters with 1000 stun, you can end this combo with HK Atomic Suplex instead of HP Spinning Piledriver, sacrificing a mere 15 damage for a much better immediate offensive position, increasing your odds of landing a quick hit to cause a dizzy with almost no damage scaling. On the other hand, if you're up against a low stun character (Seth, Akuma, Ibuki), you can swap out close MK for standing LK at the beginning, intentionally reducing stun output down to 930. This is desirable since a 1-hit mix-up or reset for that last little bit of stun to dizzy the opponent is much better than a long combo that dizzies the opponent, which only results in really low damage on your dizzy combo, and therefore not much benefit to dizzying the opponent in the first place.

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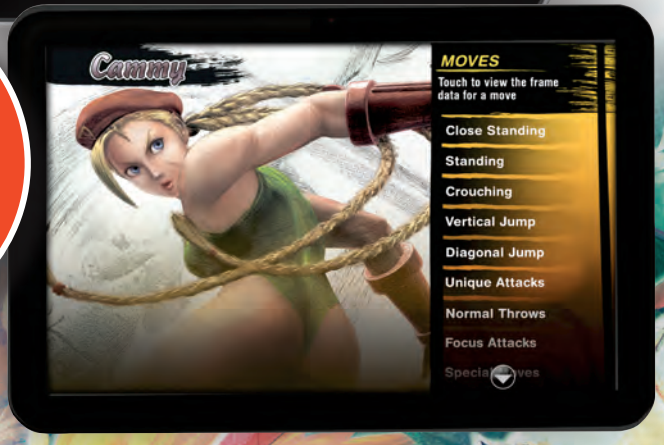
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OFFICIAL STRATEGY GUIDE

By Joe Epstein, Adam Deats, Arthur Williams, Long "ShadyK" Tran, and Duncan Tonningsen

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